The Maps

Campaign Maps

Operation Aurora

Cold War

Heart of Darkness

Upriver

Crack the Sky

Snowblind

Heavy Metal

High Value Target

Sangre del Toro

No One Gets Left Behind

Zero Dark Thirty

Force Multiplier

Multiplayer Maps

Panama Canal - Conquest

Panama Canal - Squad Rush

Valparaiso - Rush

Valparaiso - Squad Rush

Laguna Alta - Conquest

Isla Inocentes - Rush & Squad DM

Atacama Desert - Conquest

Atacama Desert - Squad Rush

Arica Harbor - Rush

Arica Harbor - Conquest & Squad DM

White Pass - Conquest & Squad DM

Nelson Bay - Rush

Laguna Presa - Conquest

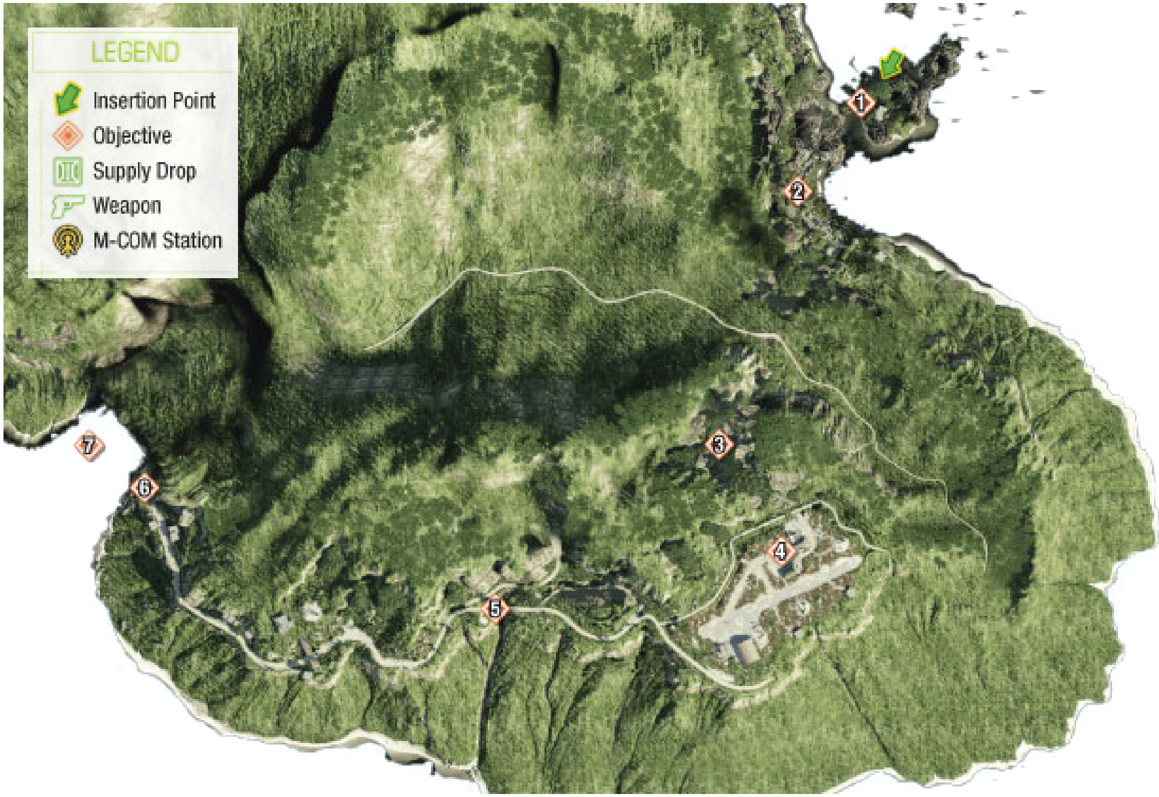
Laguna Presa - Rush & Squad DM

Port Valdez - Rush

Port Valdez - Squad Rush

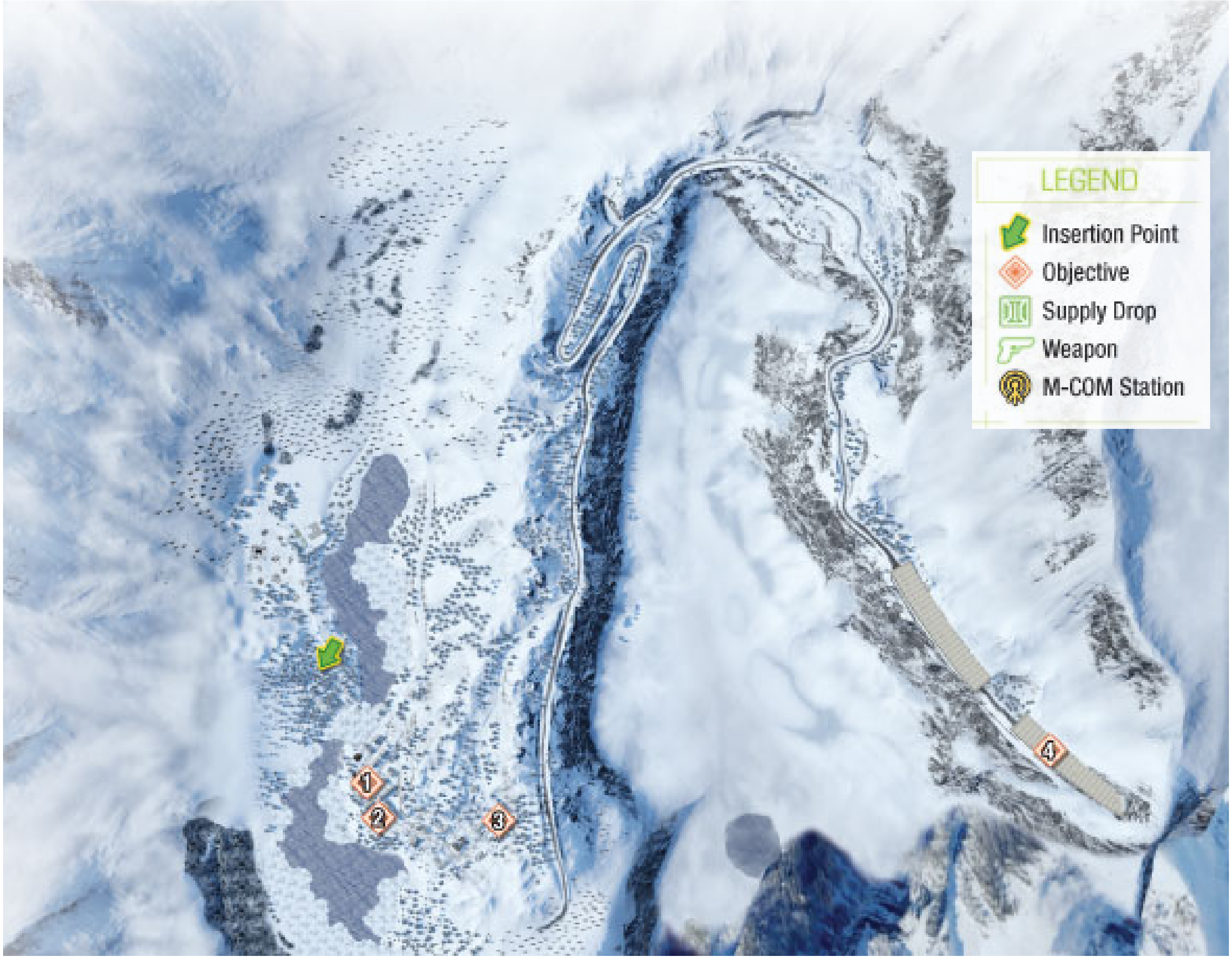
The Maps

Operation Aurora


LEGEND
Insertion Point
Objective
Supply Drop
Weapon
M-COM Station
1
2
3
4
5
6
7

The Maps

Cold War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Objective
Supply Drop
Weapon
M-COM Station
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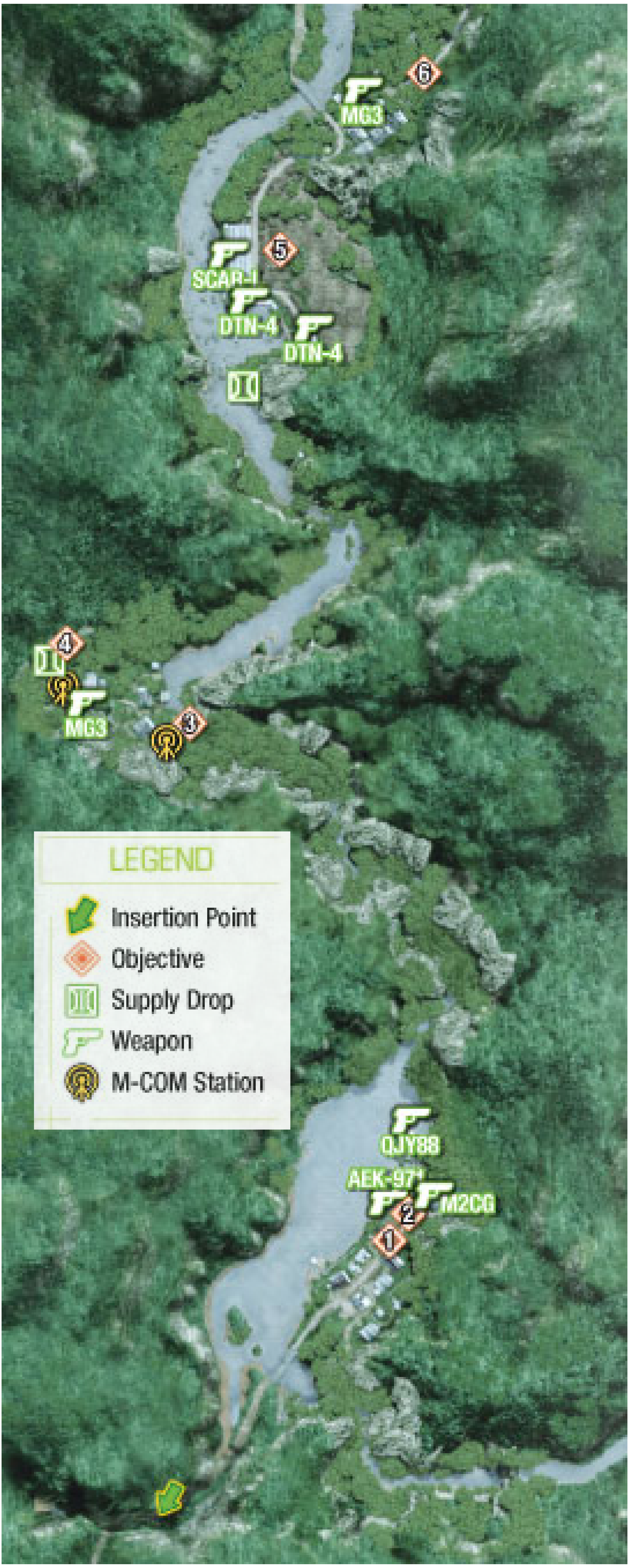
2
3
4

Heart Of Darkness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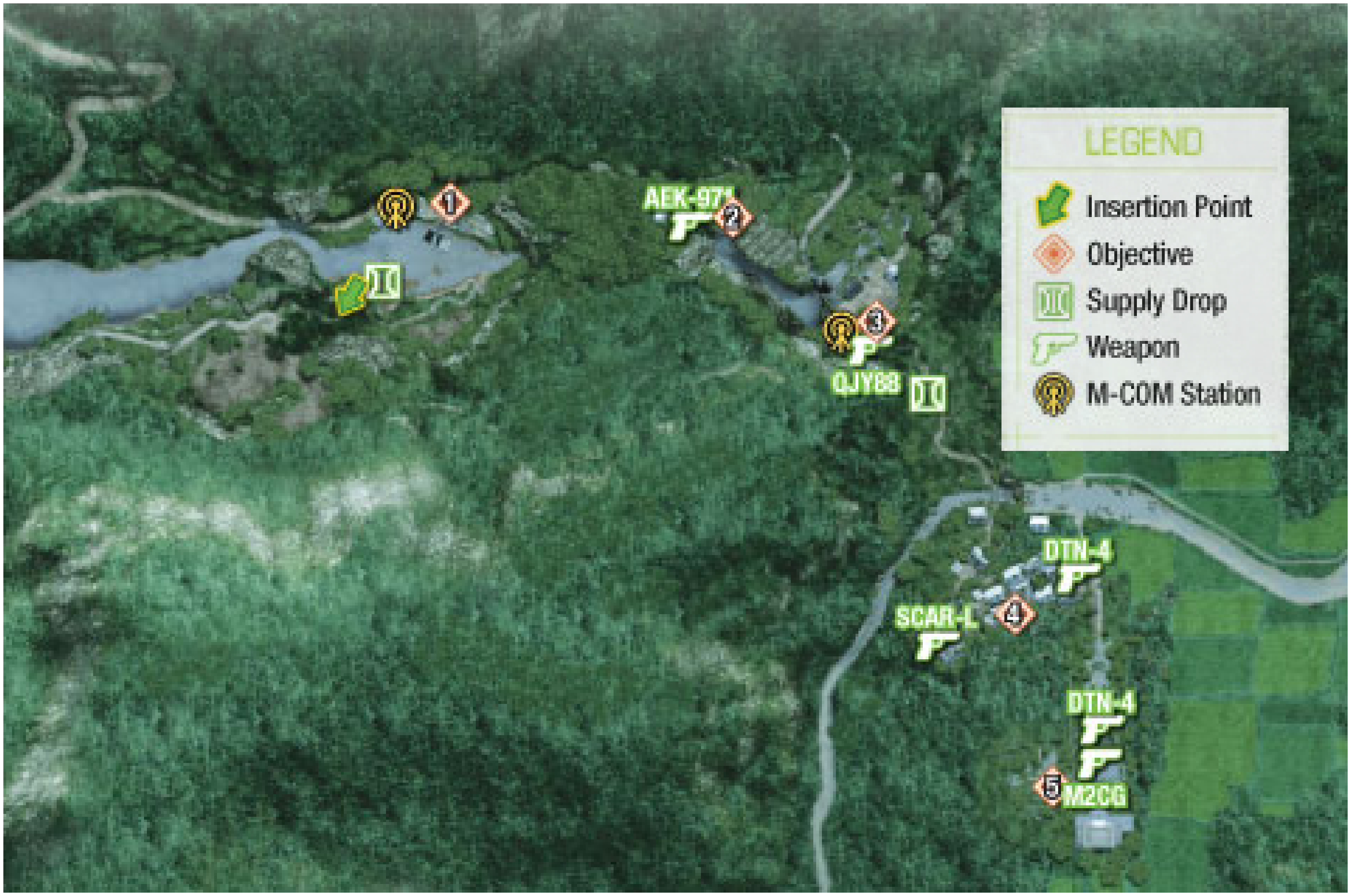
MG3
5
SCAR-L
DTN-4
DTN-4
4
MG3
3
LEGEND
Insertion Point
Objective
Supply Drop
Weapon
M-COM Station
QJY88
AEK-971
M2CG
2
1

The Maps

Upriver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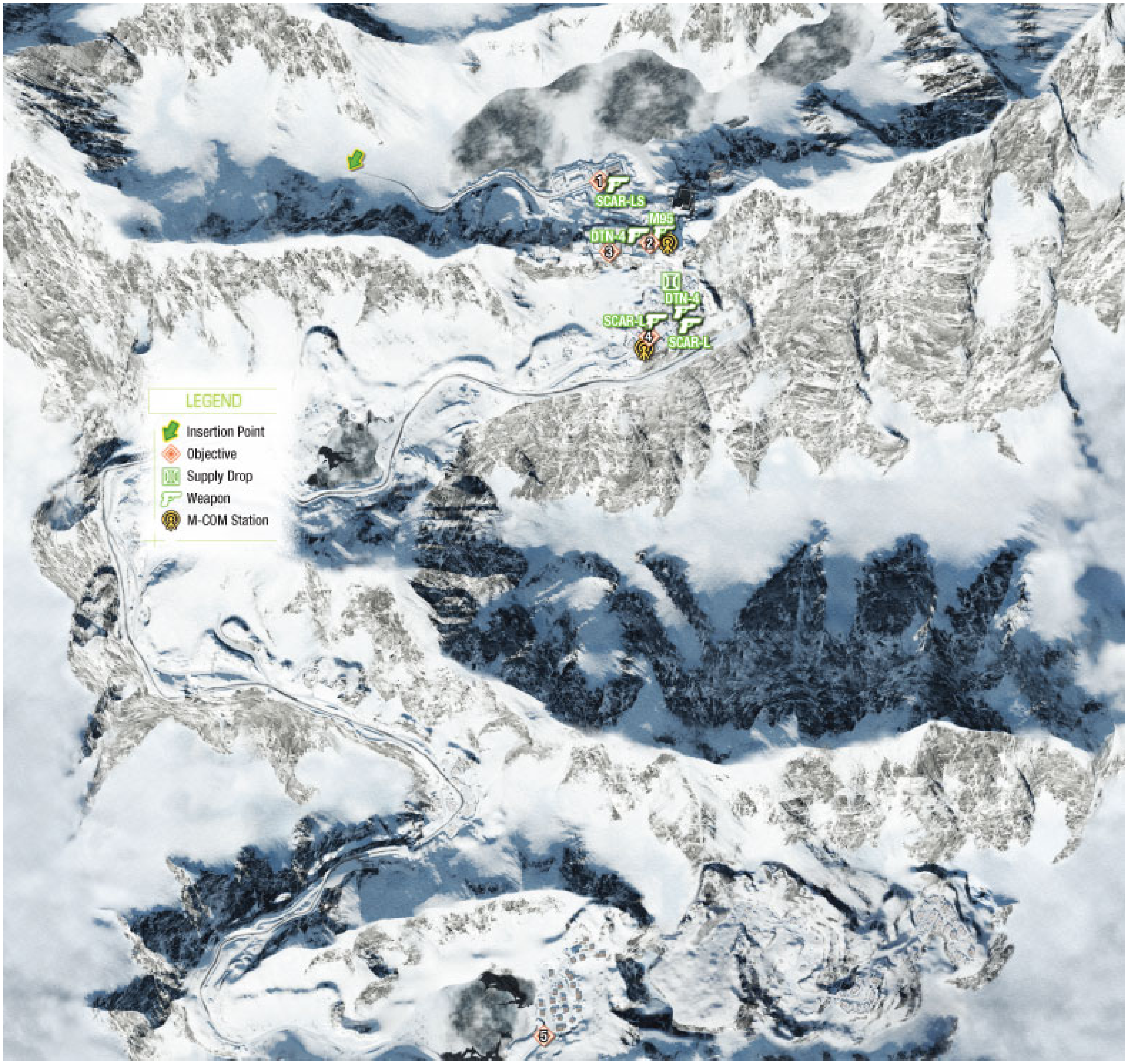
Insertion Point
Objective
Supply Drop
Weapon
M-COM Station
1
AEK-971
2
3
QJY88
DTN-4
SCAR-L
4
DTN-4
5
M2CG

The Maps

Crack The Sky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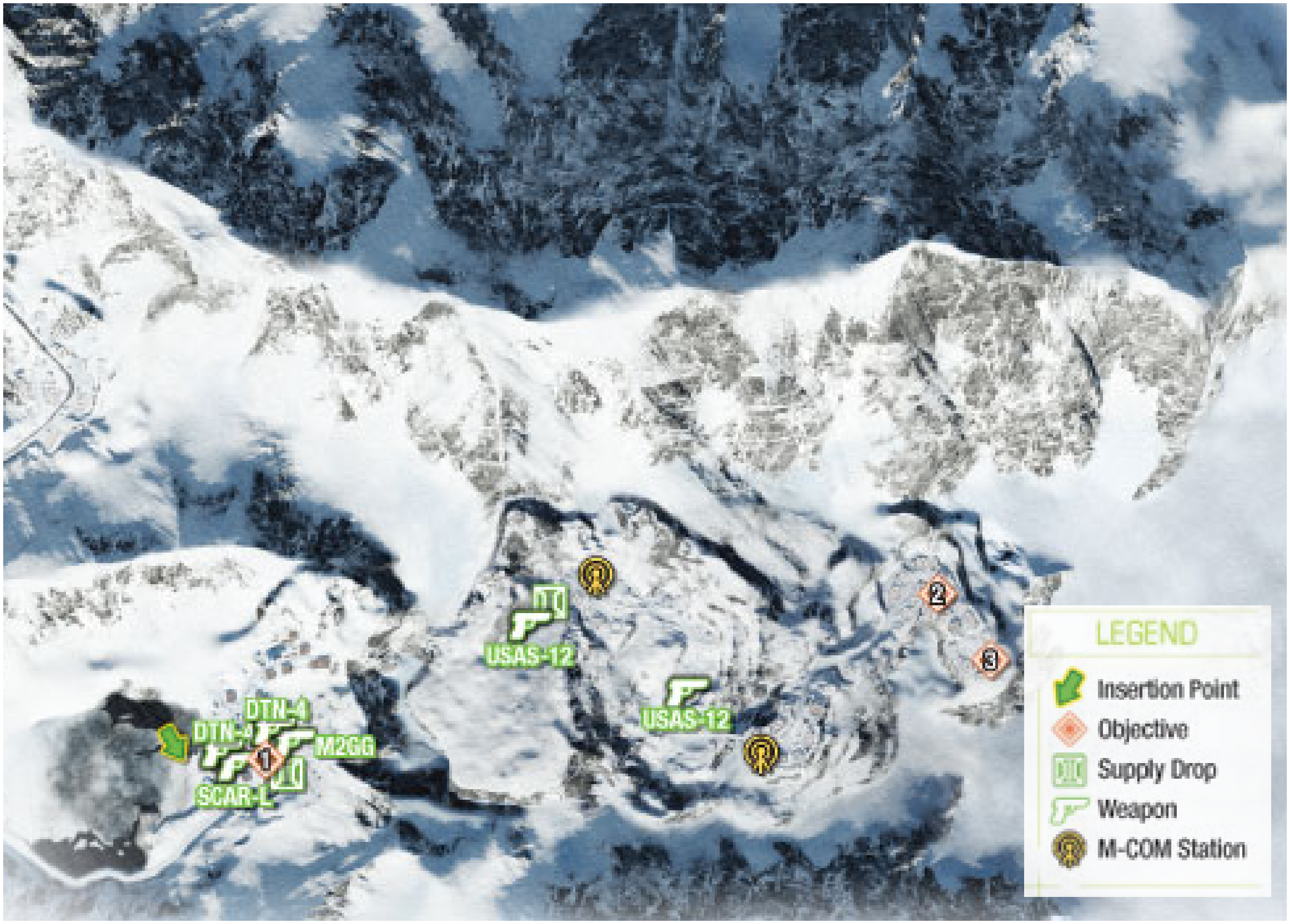
SCAR-LS
M95
DTN-4
2
3
DTN-4
SCAR-L
4
SCAR-L
5
LEGEND
Insertion Point
Objective
Supply Drop
Weapon
M-COM Station

The Maps

Snowblind


USAS-12
USAS-12
DTN-4
DTN-4
M2GG
SCAR-L
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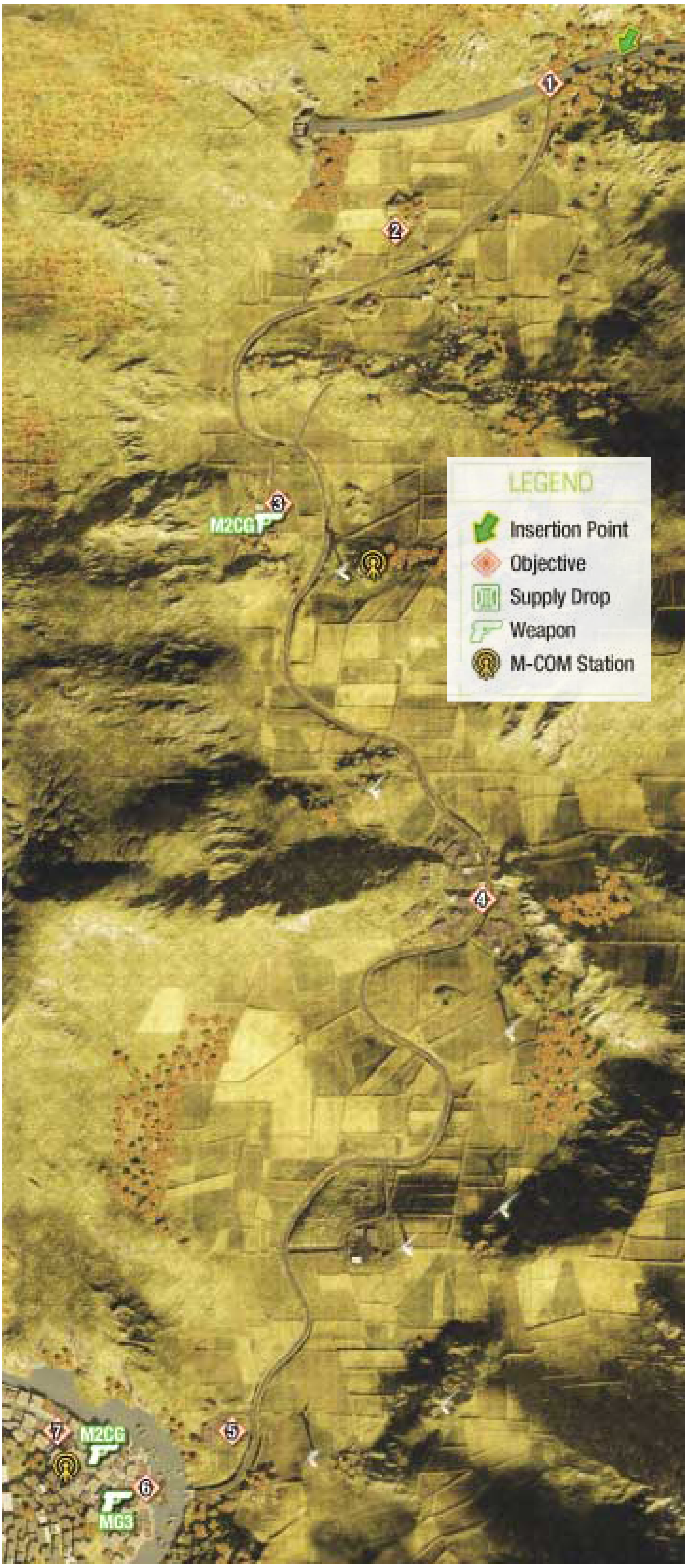
2
3
LEGEND
Insertion Point
Objective
Supply Drop
Weapon
M-COM Station

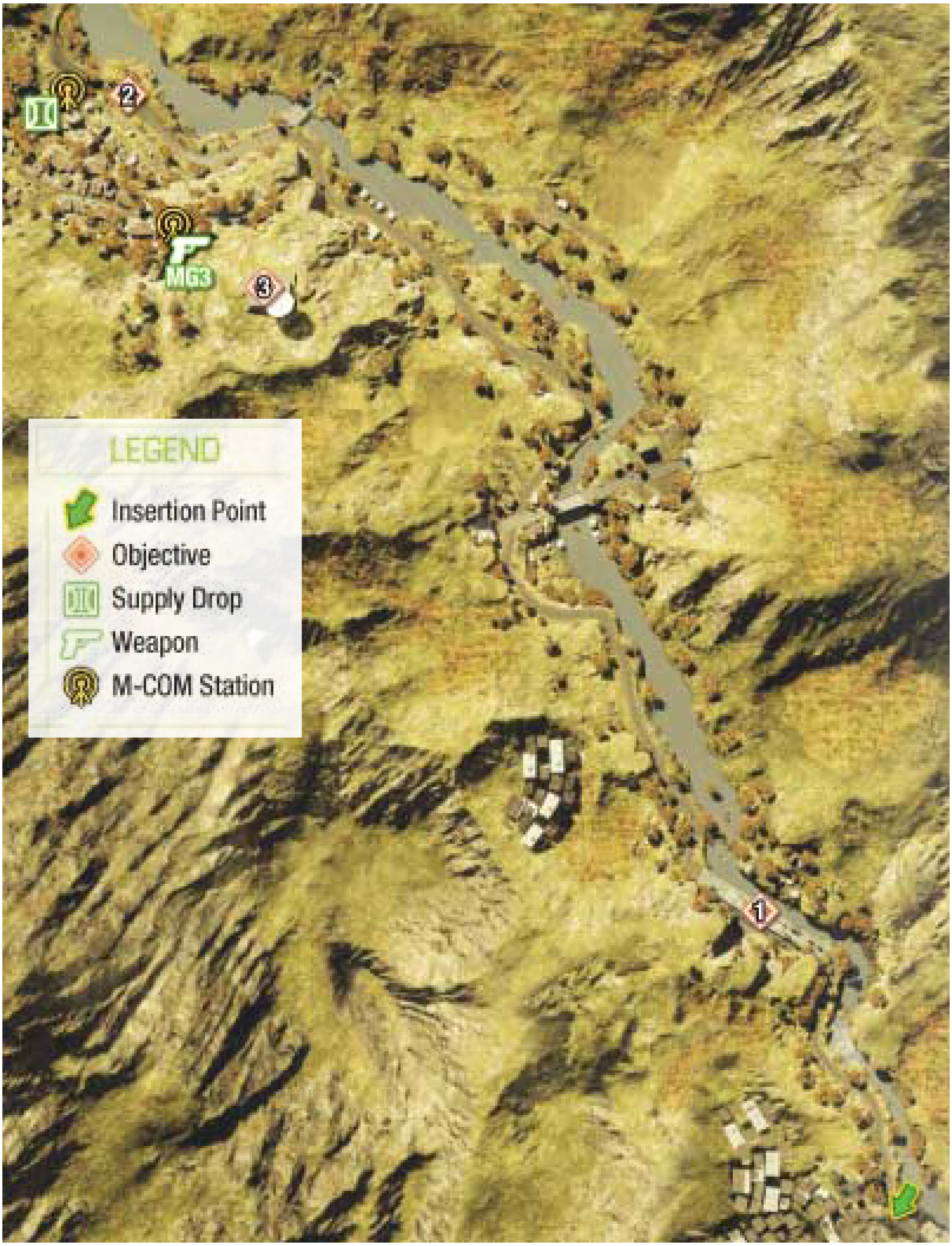
Heavy Metal



LEGEND
Insertion Point
Objective
Supply Drop
Weapon
M-COM Station
1
2
3
M2CG
4
5
7
M2CG
6
MG3

The Maps

High Value Target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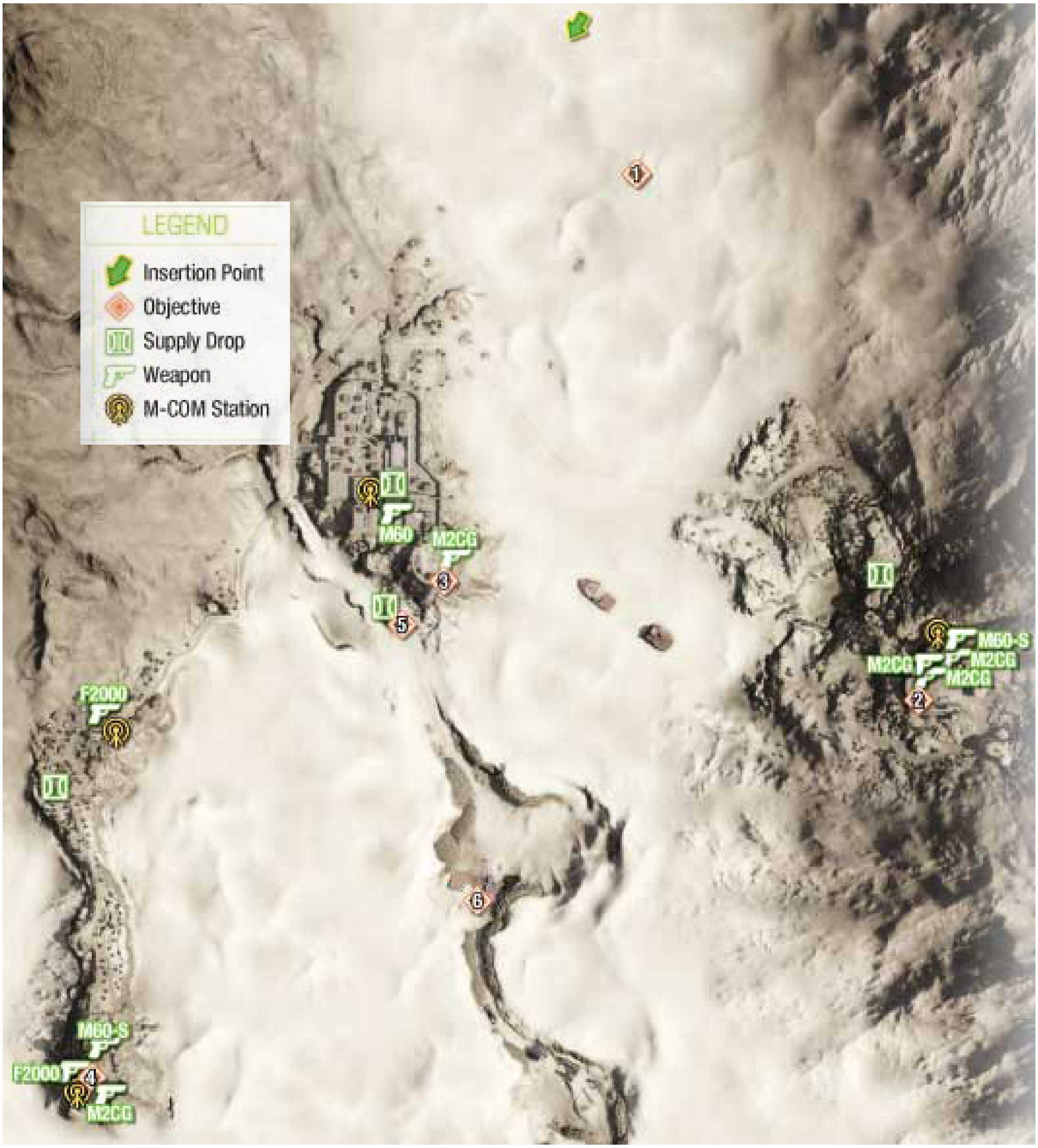
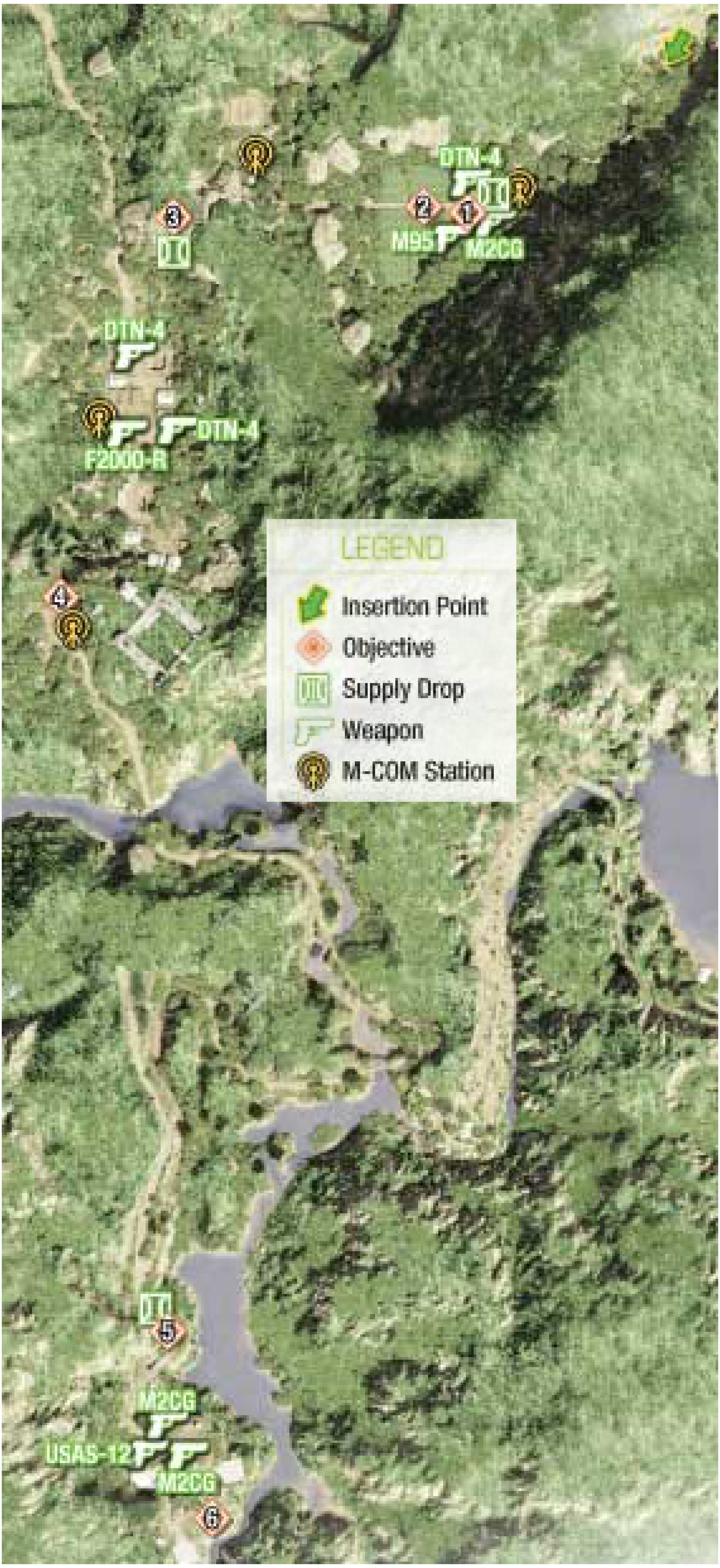
MG3
3
LEGEND
Insertion Point
Objective
Supply Drop
Weapon
M-COM Station
1

The Maps

Sangre Del Toro


LEGEND
Insertion Point
Objective
Supply Drop
Weapon
M-COM Station
1
M60
M2CG
3
5
M60-S
M2CG
M2CG
M2CG
2
F2000
6
M60-S
F2000
4
M2CG

No One Gets Left Behind


DTN-4
M95
M2CG
DTN-4
F2000-R
DTN-4
LEGEND
Insertion Point
Objective
Supply Drop
Weapon
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USAS-12
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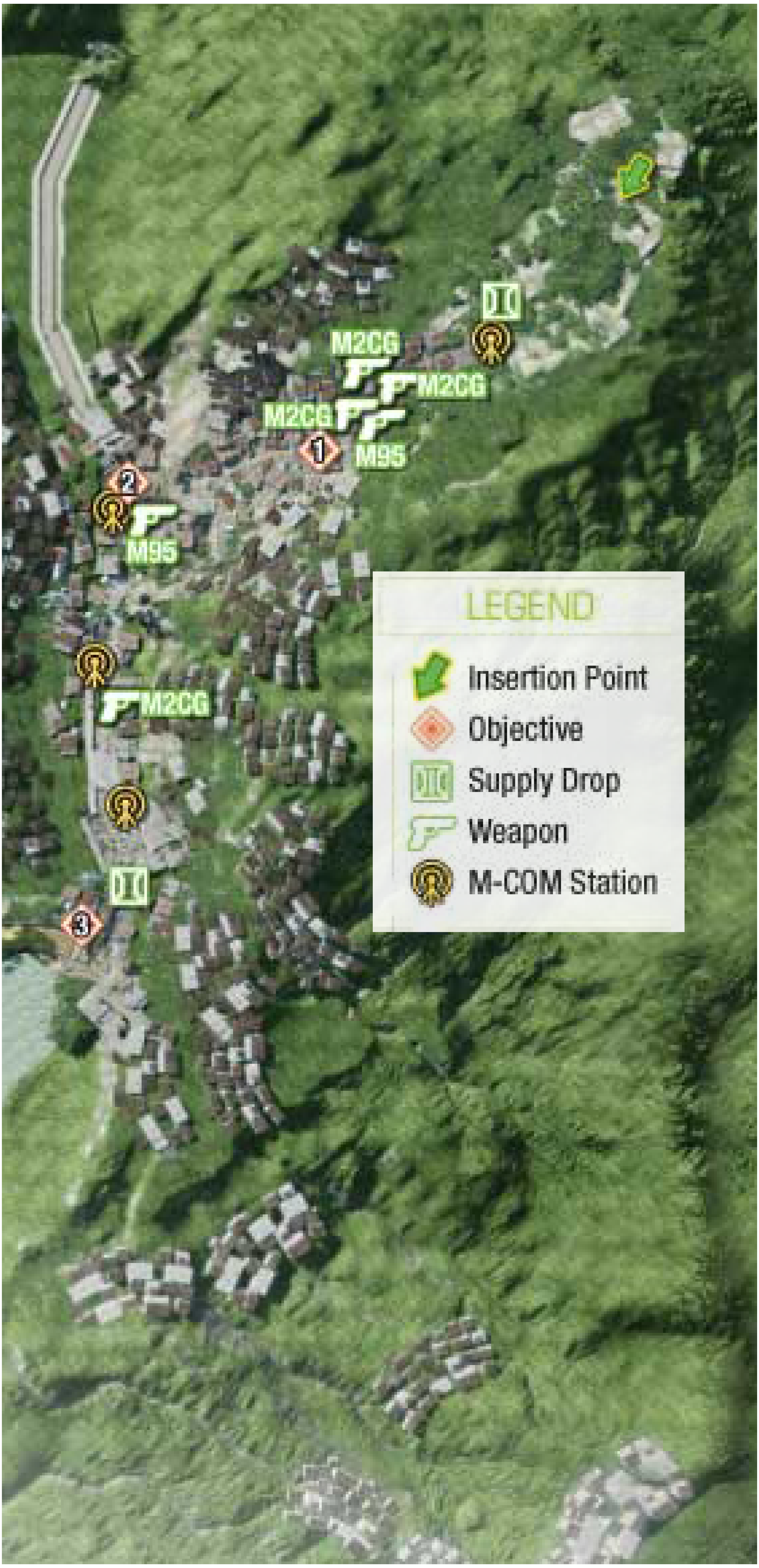
3
4
5
6

Zero Dark Thirty


M2CG
M2CG
M2CG
1
M95
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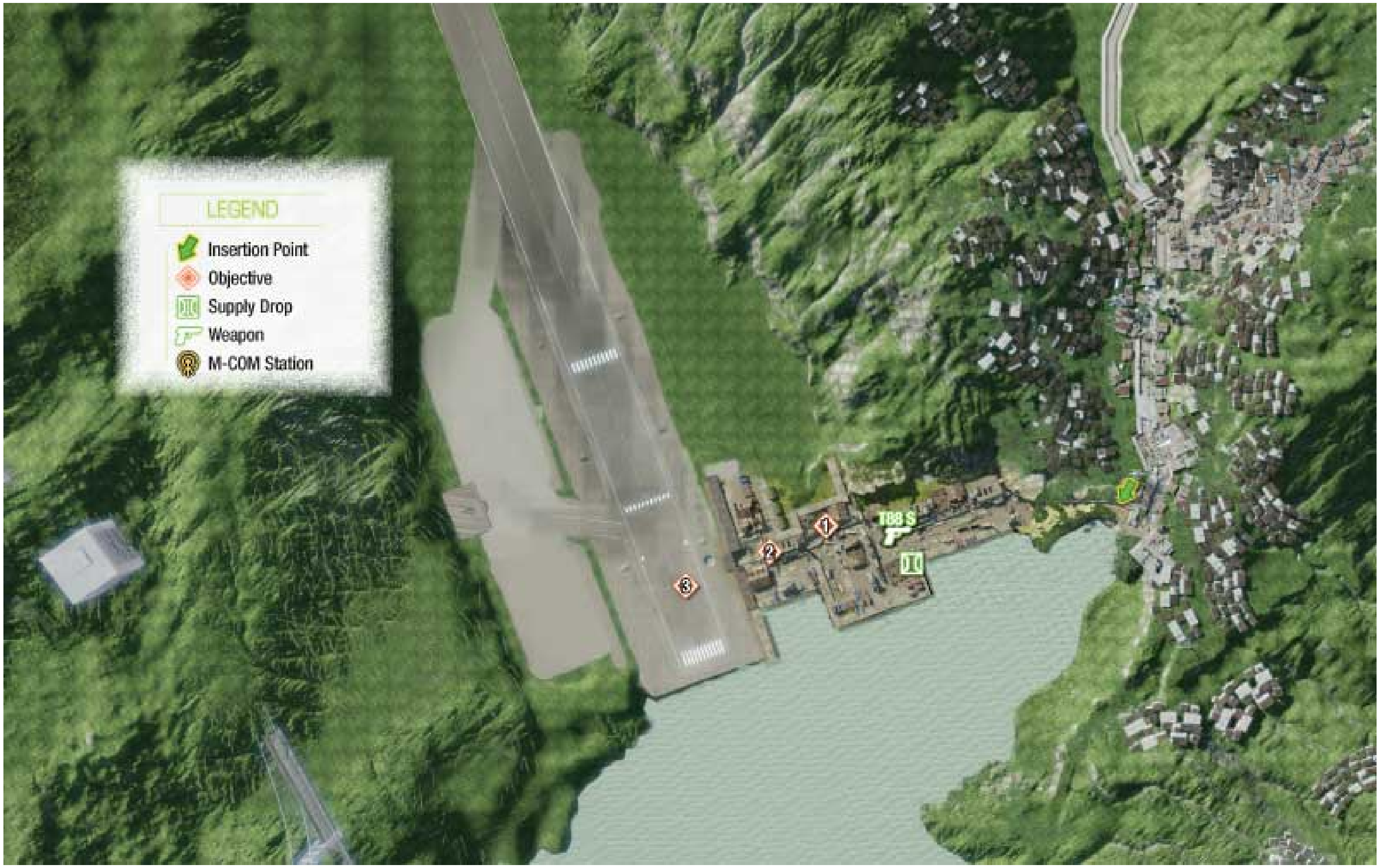
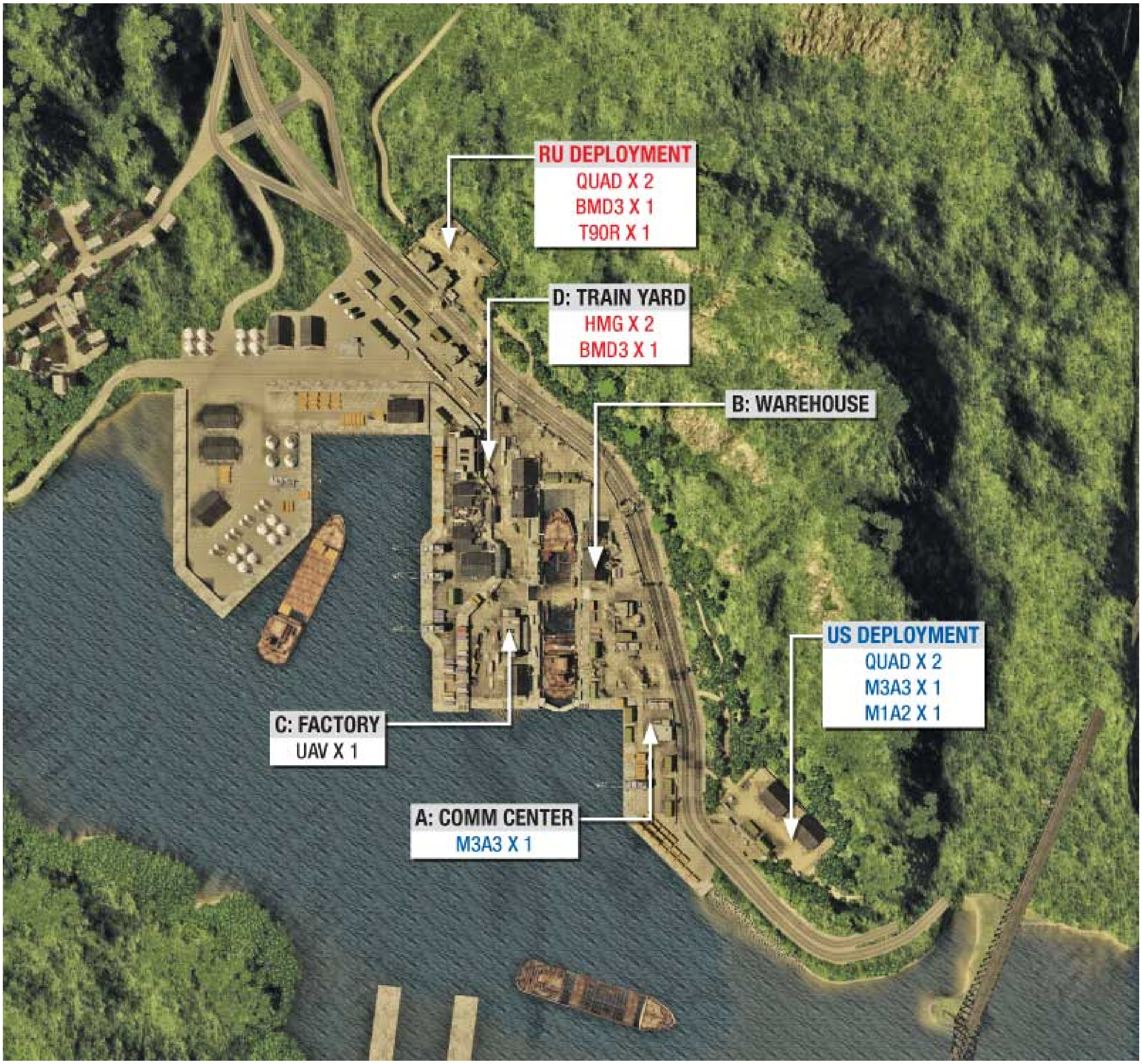
M95
M2CG
3
LEGEND
Insertion Point
Objective
Supply Drop
Weapon
M-COM Station

The Maps

Force Multiplier

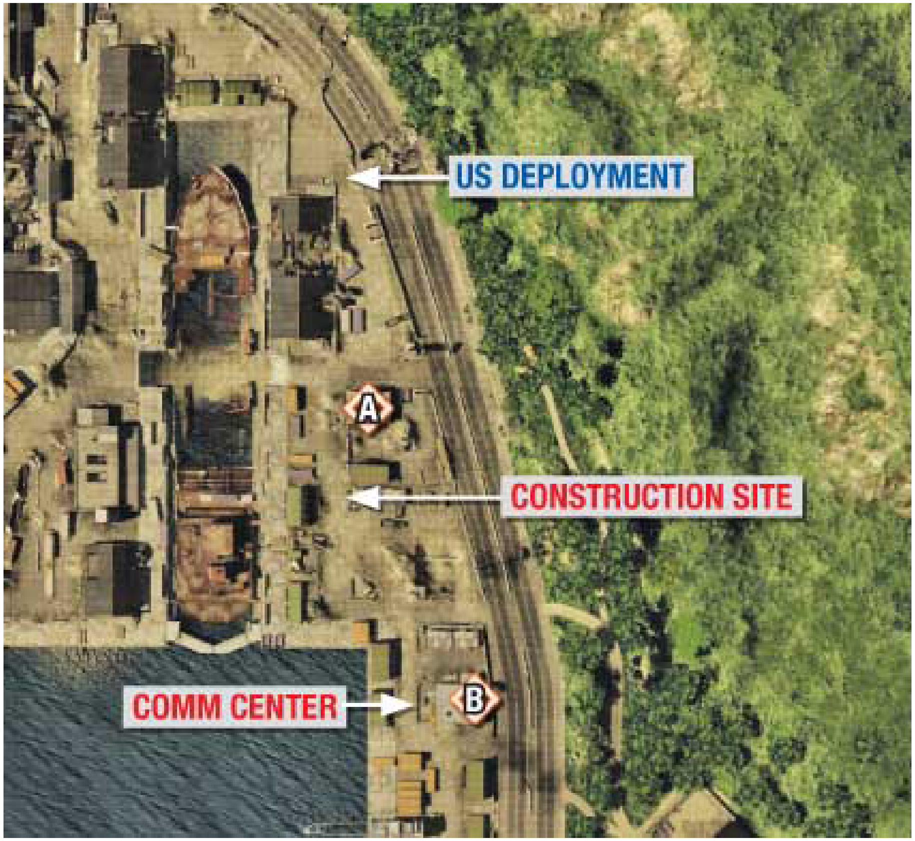

LEGEND
Insertion Point
Objective
Supply Drop
Weapon
M-COM Station
T88 S
1
2
3

Panama Canal - Conquest


RU DEPLOYMENT
QUAD X 2
BMD3 X 1
T90R X 1
D: TRAIN YARD
HMG X 2
BMD3 X 1
B: WAREHOUSE
US DEPLOYMENT
QUAD X 2
M3A3 X 1
M1A2 X 1
C: FACTORY
UAV X 1
A: COMM CENTER
M3A3 X 1

The Maps

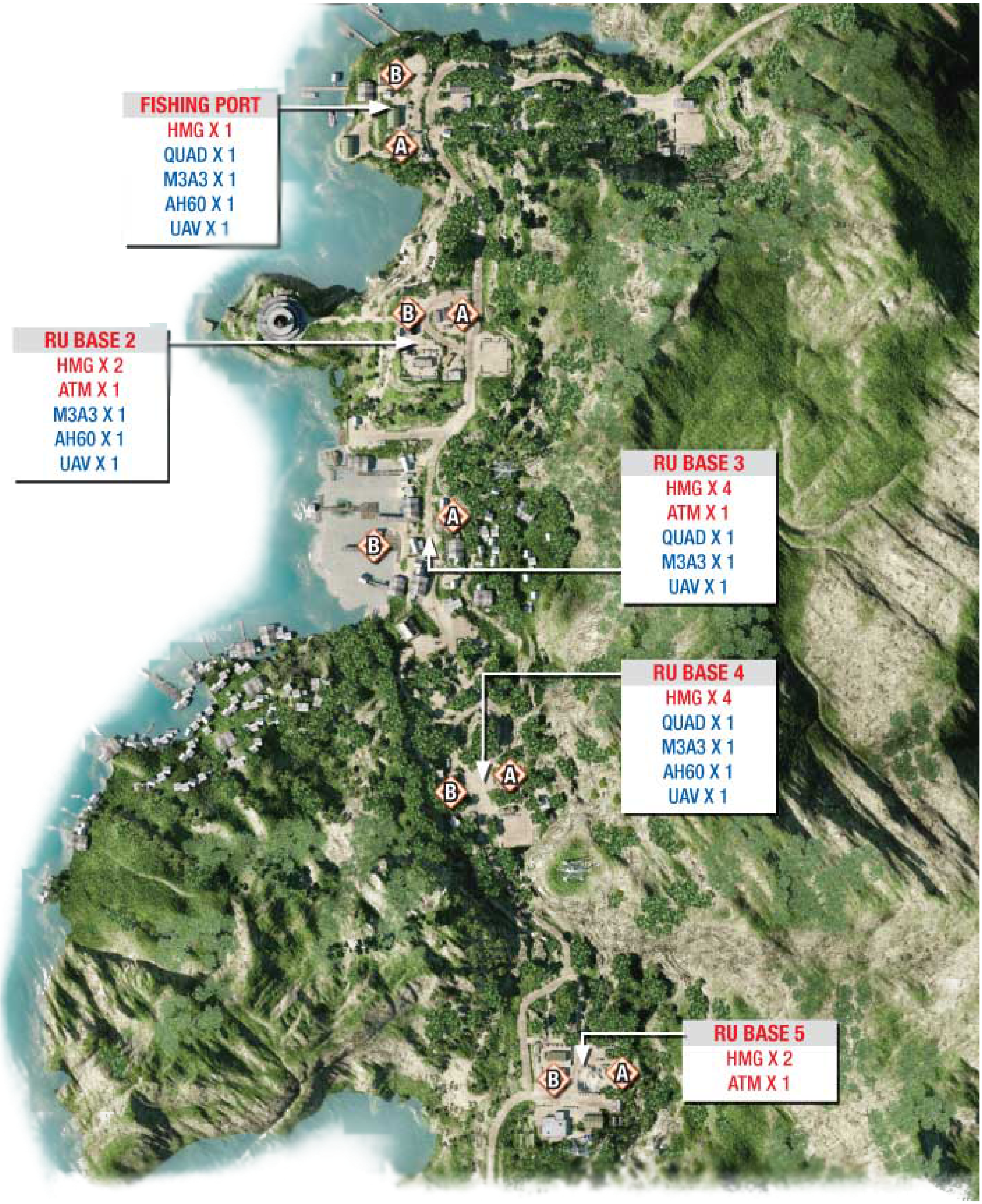
Panama Canal – Squad Rush


US DEPLOYMENT
A
CONSTRUCTION SITE
COMM CENTER
B

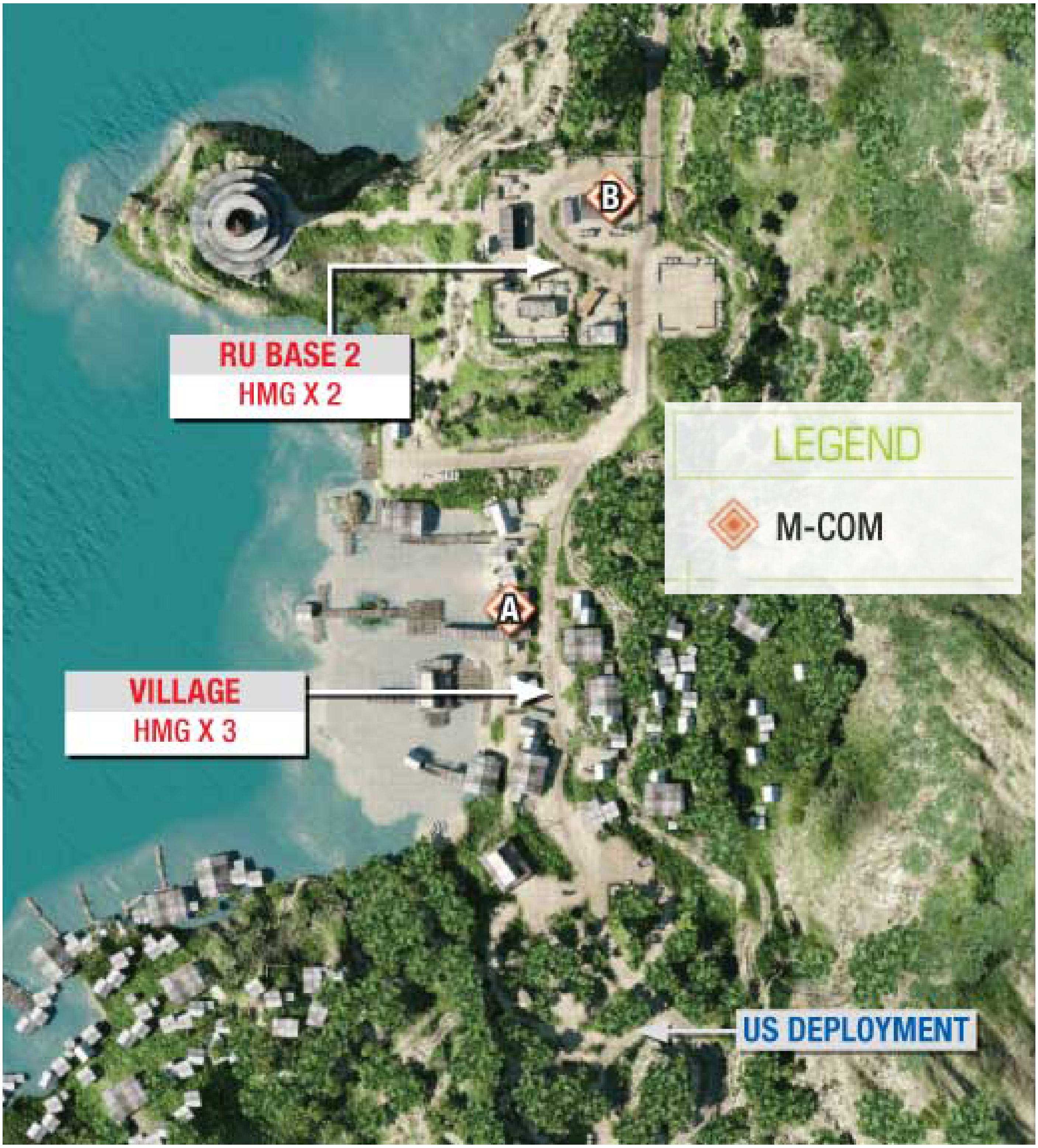
LEGEND

◆ M-COM

Valparaiso - Rush

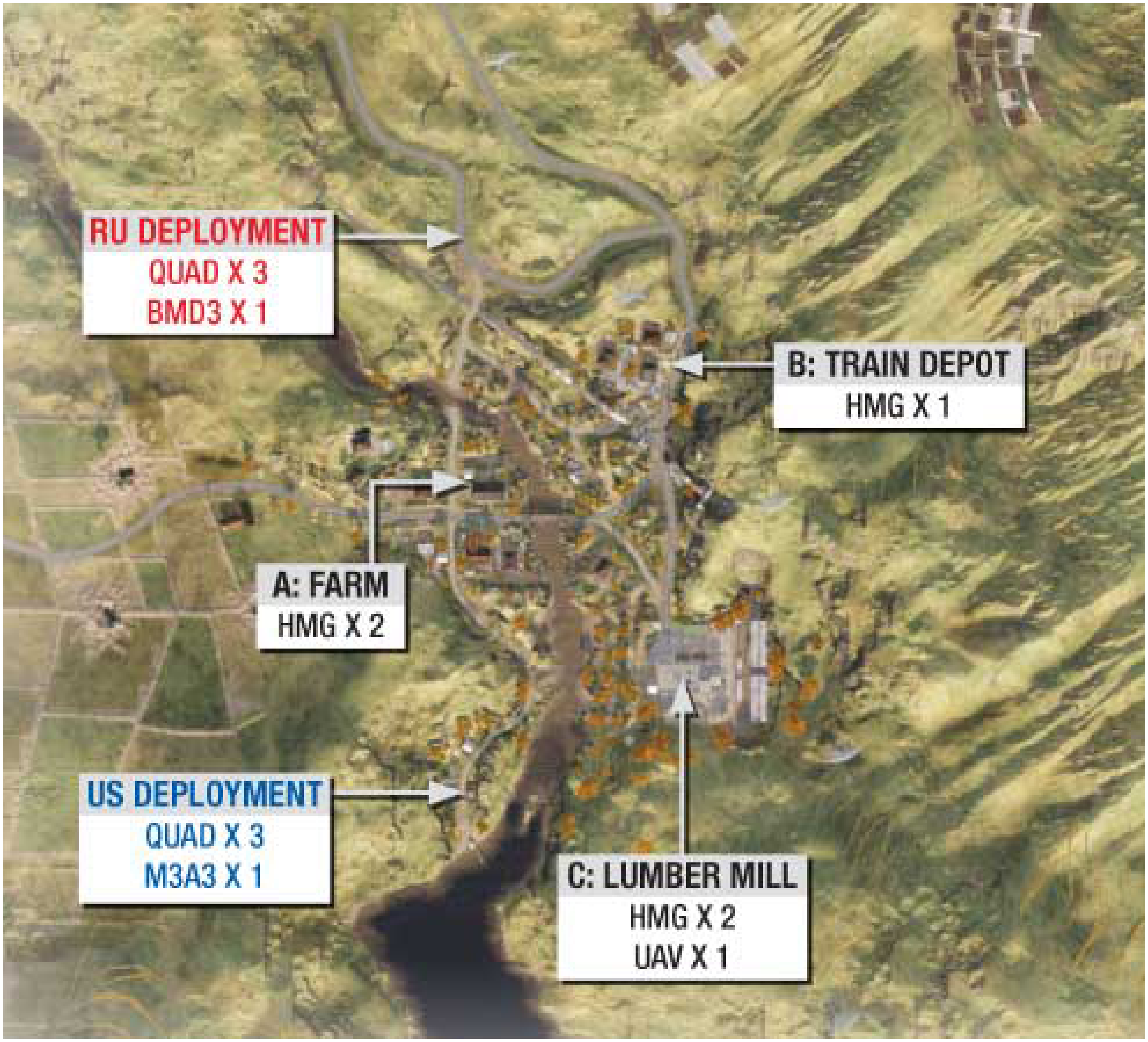

FISHING PORT
HMG X 1
QUAD X 1
M3A3 X 1
AH60 X 1
UAV X 1
RU BASE 2
HMG X 2
ATM X 1
M3A3 X 1
AH60 X 1
UAV X 1
RU BASE 3
HMG X 4
ATM X 1
QUAD X 1
M3A3 X 1
UAV X 1
RU BASE 4
HMG X 4
QUAD X 1
M3A3 X 1
AH60 X 1
UAV X 1
RU BASE 5
HMG X 2
ATM X 1
A
B

Valparaiso – Squad Rush

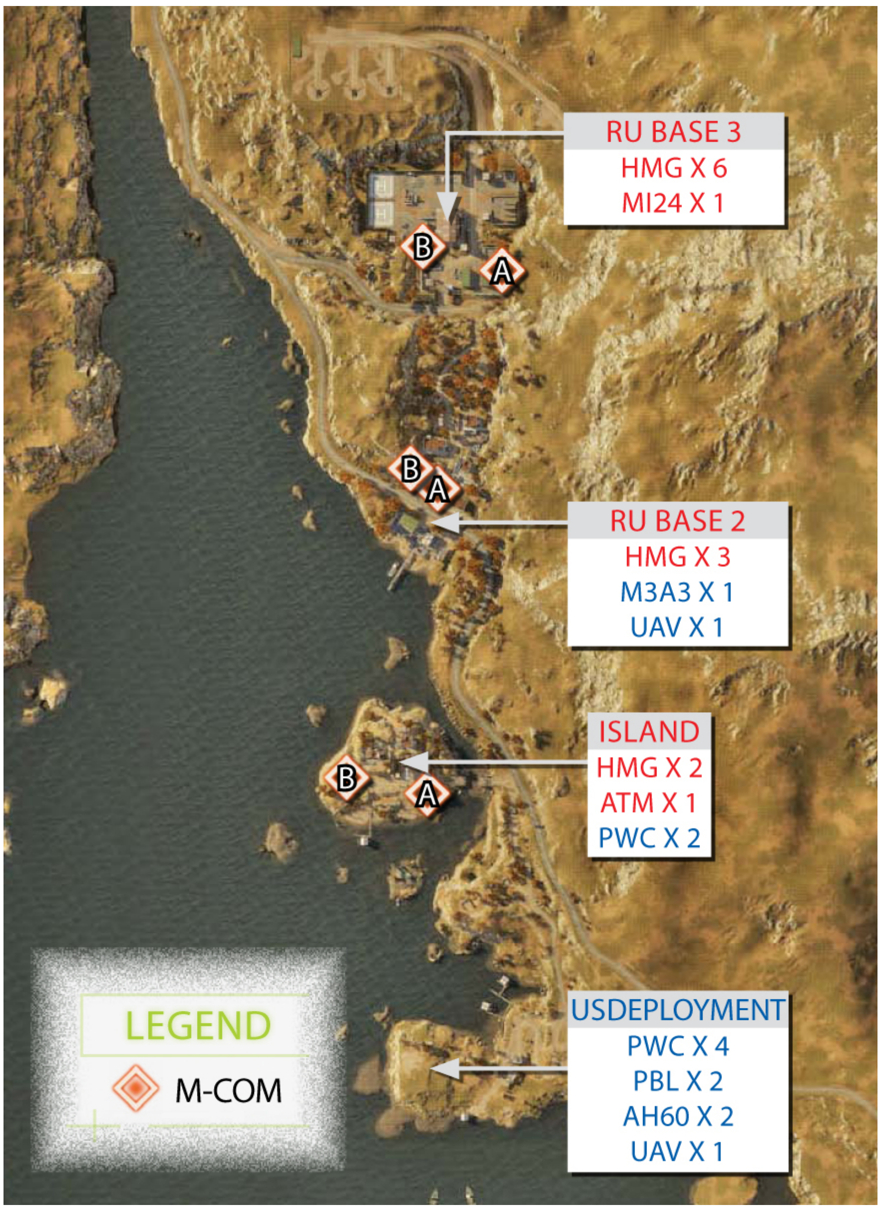

B
RU BASE 2
HMG X 2
LEGEND
◈ M-COM
A
VILLAGE
HMG X 3
US DEPLOYMENT

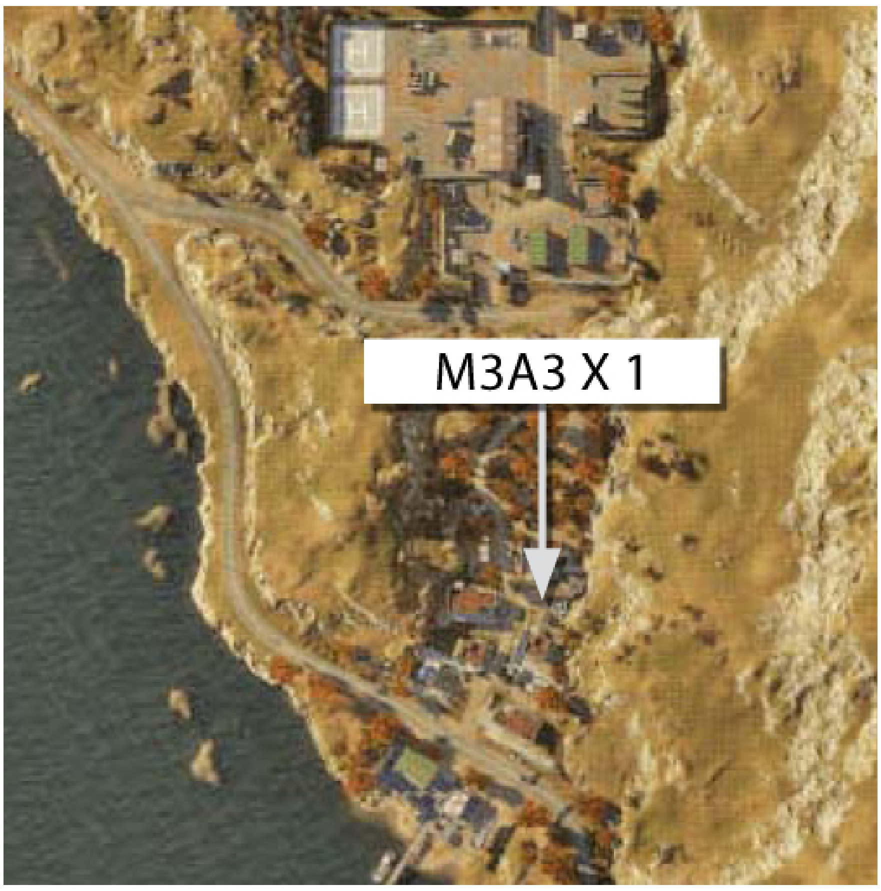
The Maps

Laguna Alta - Conquest

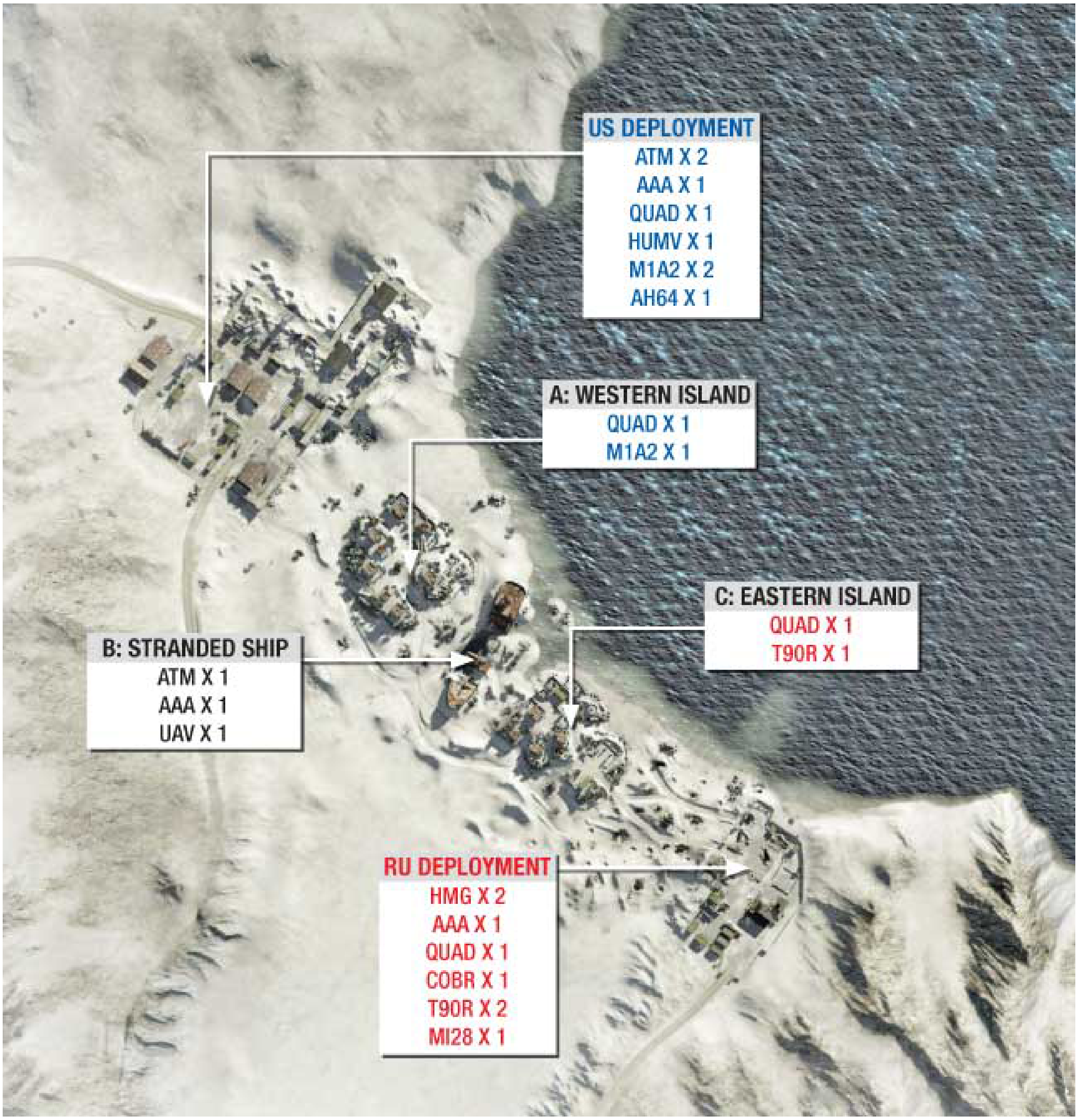

RU DEPLOYMENT
QUAD X 3
BMD3 X 1
B: TRAIN DEPOT
HMG X 1
A: FARM
HMG X 2
US DEPLOYMENT
QUAD X 3
M3A3 X 1
C: LUMBER MILL
HMG X 2
UAV X 1

Squad DM


RU BASE 3
HMG X 6
MI24 X 1
B
A
B
A
RU BASE 2
HMG X 3
M3A3 X 1
UAV X 1
ISLAND
HMG X 2
ATM X 1
PWC X 2
B
A
LEGEND
M-COM
USDEPLOYMENT
PWC X 4
PBL X 2
AH60 X 2
UAV X 1

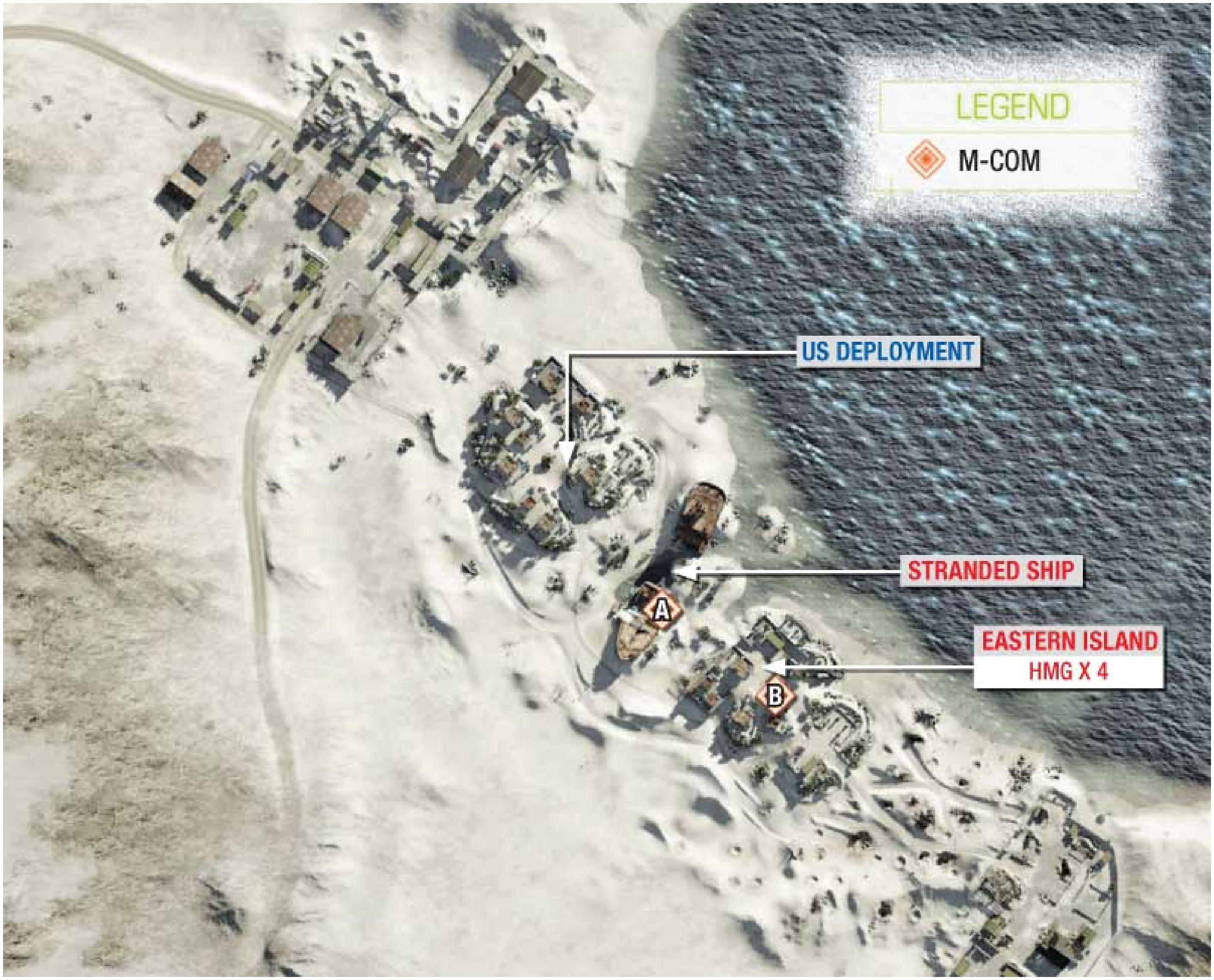

M3A3 X 1

Atacama Desert - Conquest


US DEPLOYMENT
ATM X 2
AAA X 1
QUAD X 1
HUMV X 1
M1A2 X 2
AH64 X 1
A: WESTERN ISLAND
QUAD X 1
M1A2 X 1
C: EASTERN ISLAND
QUAD X 1
T90R X 1
B: STRANDED SHIP
ATM X 1
AAA X 1
UAV X 1
RU DEPLOYMENT
HMG X 2
AAA X 1
QUAD X 1
COBR X 1
T90R X 2
MI28 X 1

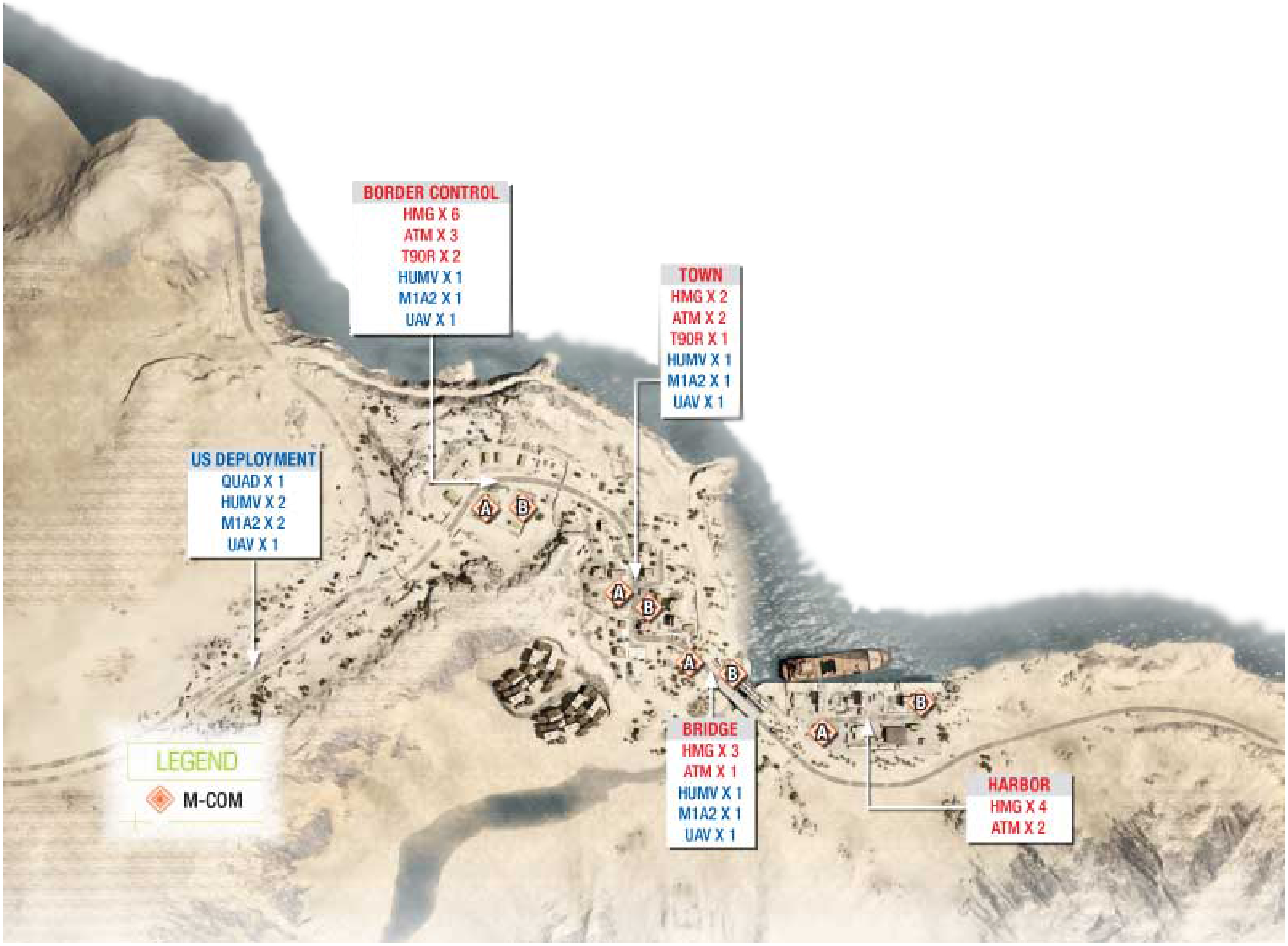
The Maps

Atacama Desert – Squad Rush

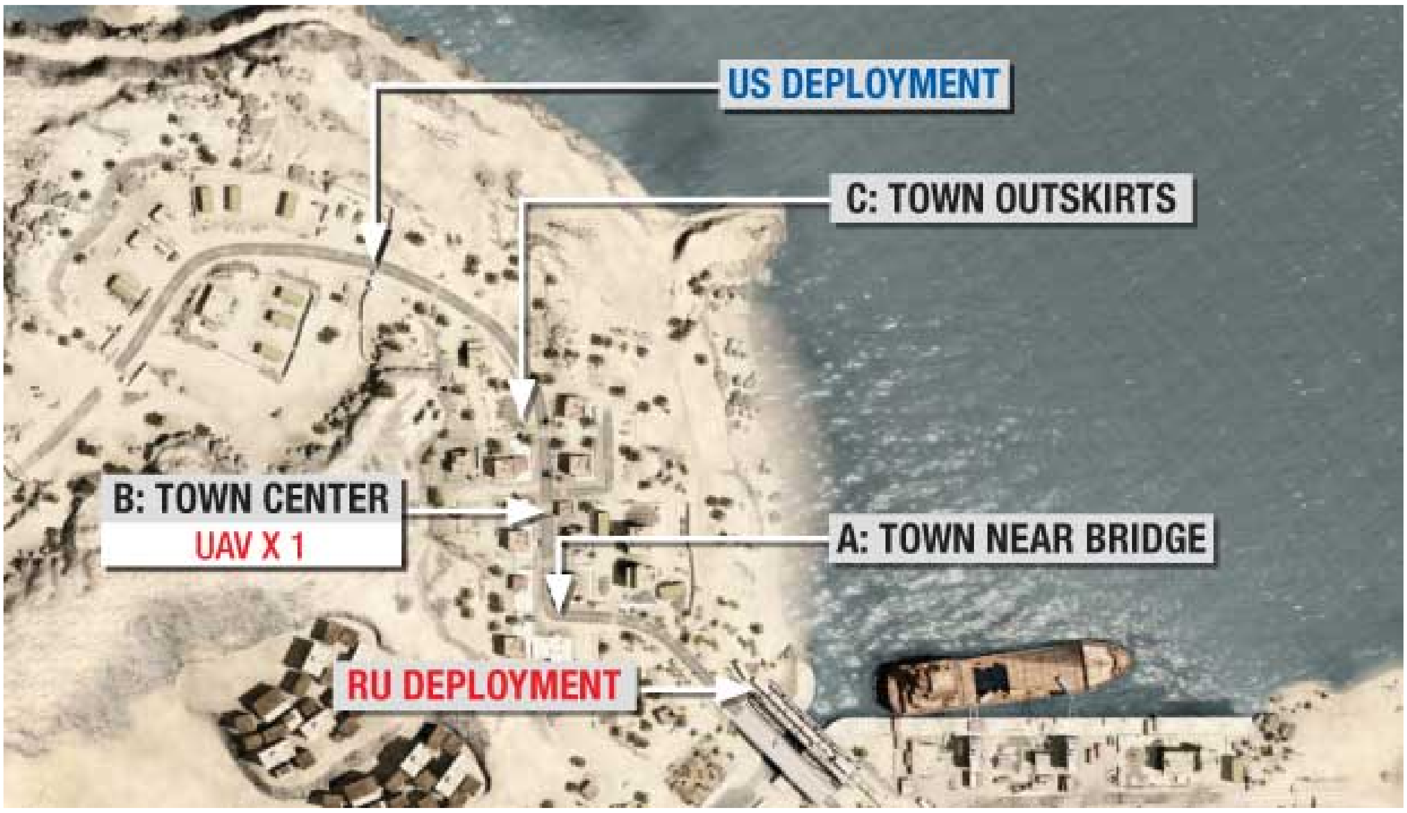

LEGEND
M-COM
US DEPLOYMENT
STRANDED SHIP
EASTERN ISLAND
HMG X 4
A
B

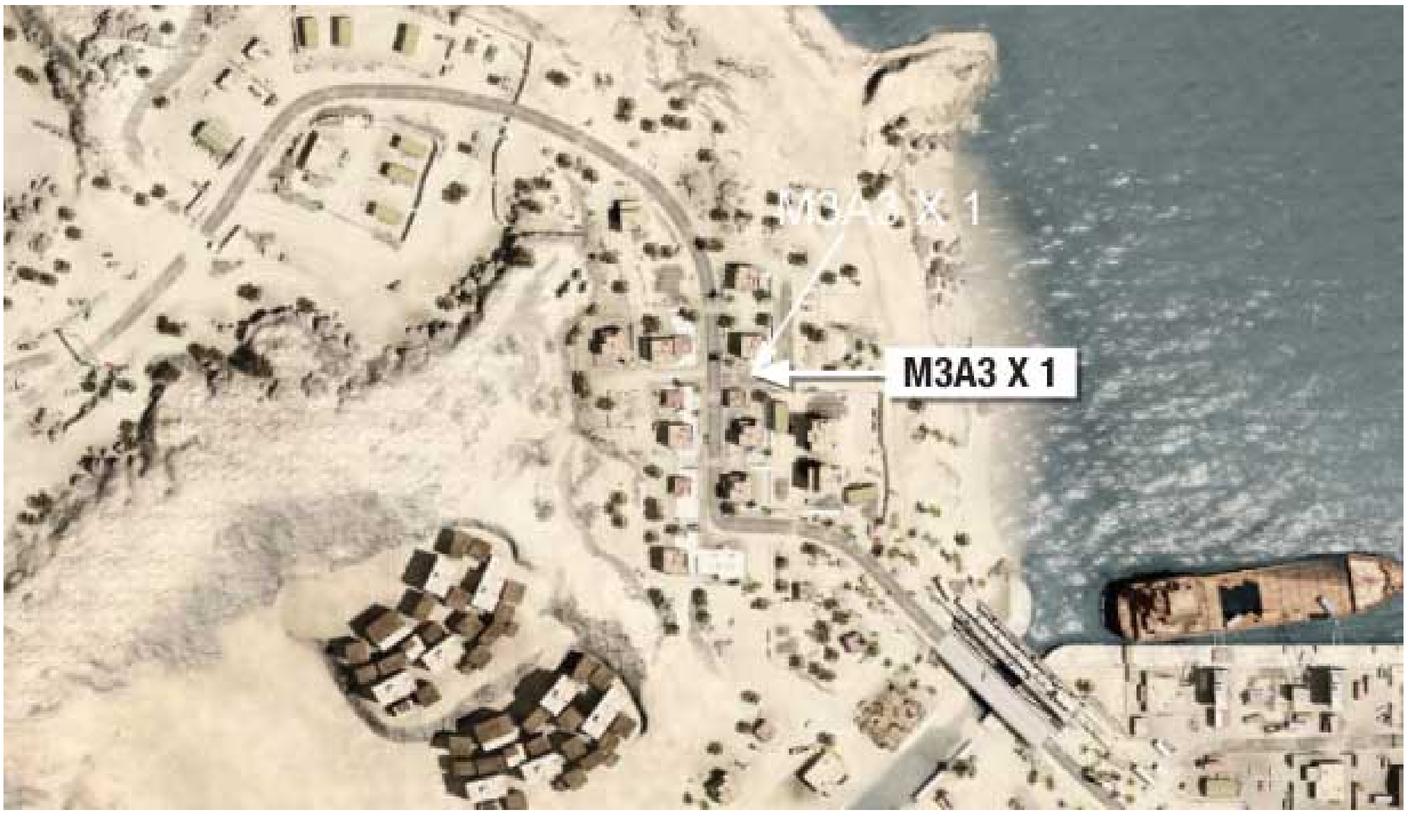
The Maps

Arica Harbor - Rush

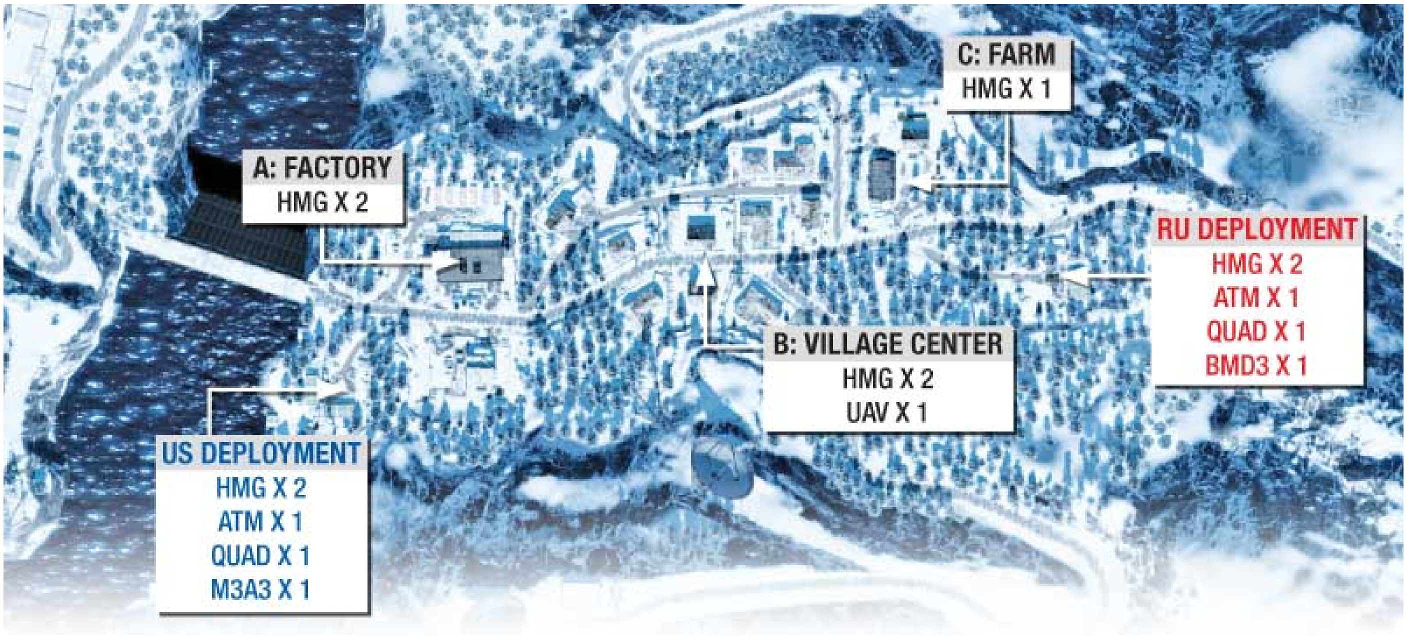

BORDER CONTROL
HMG X 6
ATM X 3
T90R X 2
HUMV X 1
M1A2 X 1
UAV X 1
TOWN
HMG X 2
ATM X 2
T90R X 1
HUMV X 1
M1A2 X 1
UAV X 1
US DEPLOYMENT
QUAD X 1
HUMV X 2
M1A2 X 2
UAV X 1
A
B
A
B
A
B
A
B
BRIDGE
HMG X 3
ATM X 1
HUMV X 1
M1A2 X 1
UAV X 1
HARBOR
HMG X 4
ATM X 2
LEGEND
M-COM

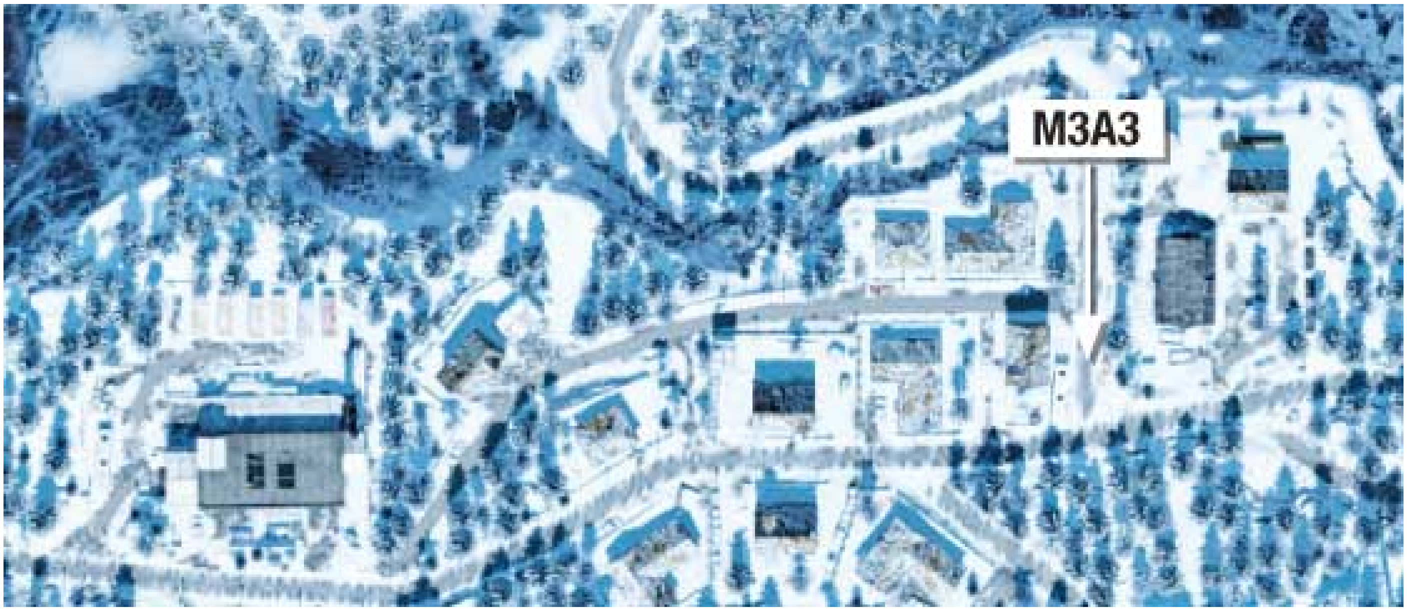
Arica Harbor – Conquest & Squad Dm


US DEPLOYMENT
C: TOWN OUTSKIRTS
B: TOWN CENTER
UAV X 1
A: TOWN NEAR BRIDGE
RU DEPLOYMENT


M3A3 X 1
M3A3 X 1

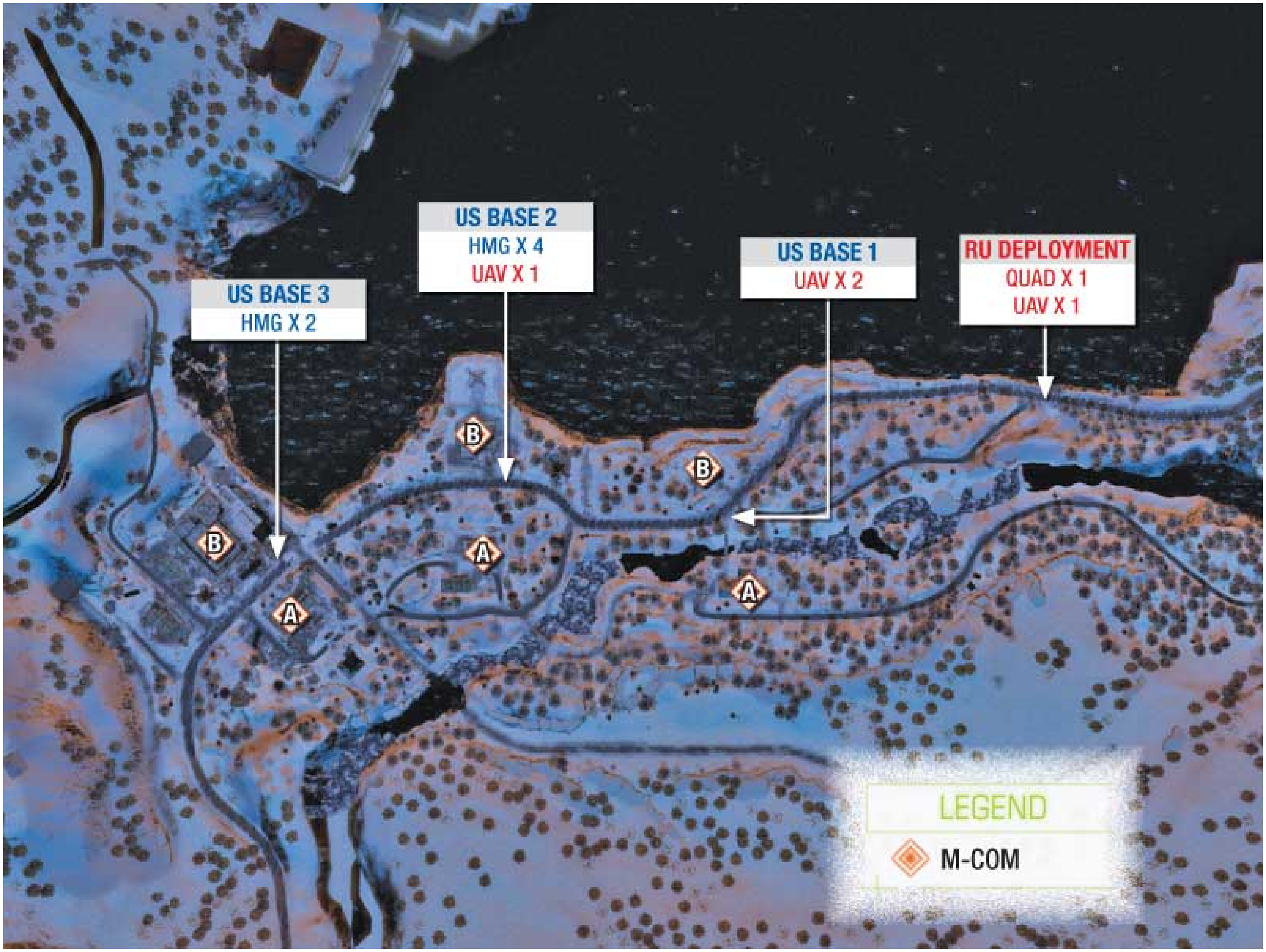
White Pass – Conquest & Squad Dm


C: FARM
HMG X 1
A: FACTORY
HMG X 2
RU DEPLOYMENT
HMG X 2
ATM X 1
QUAD X 1
BMD3 X 1
B: VILLAGE CENTER
HMG X 2
UAV X 1
US DEPLOYMENT
HMG X 2
ATM X 1
QUAD X 1
M3A3 X 1

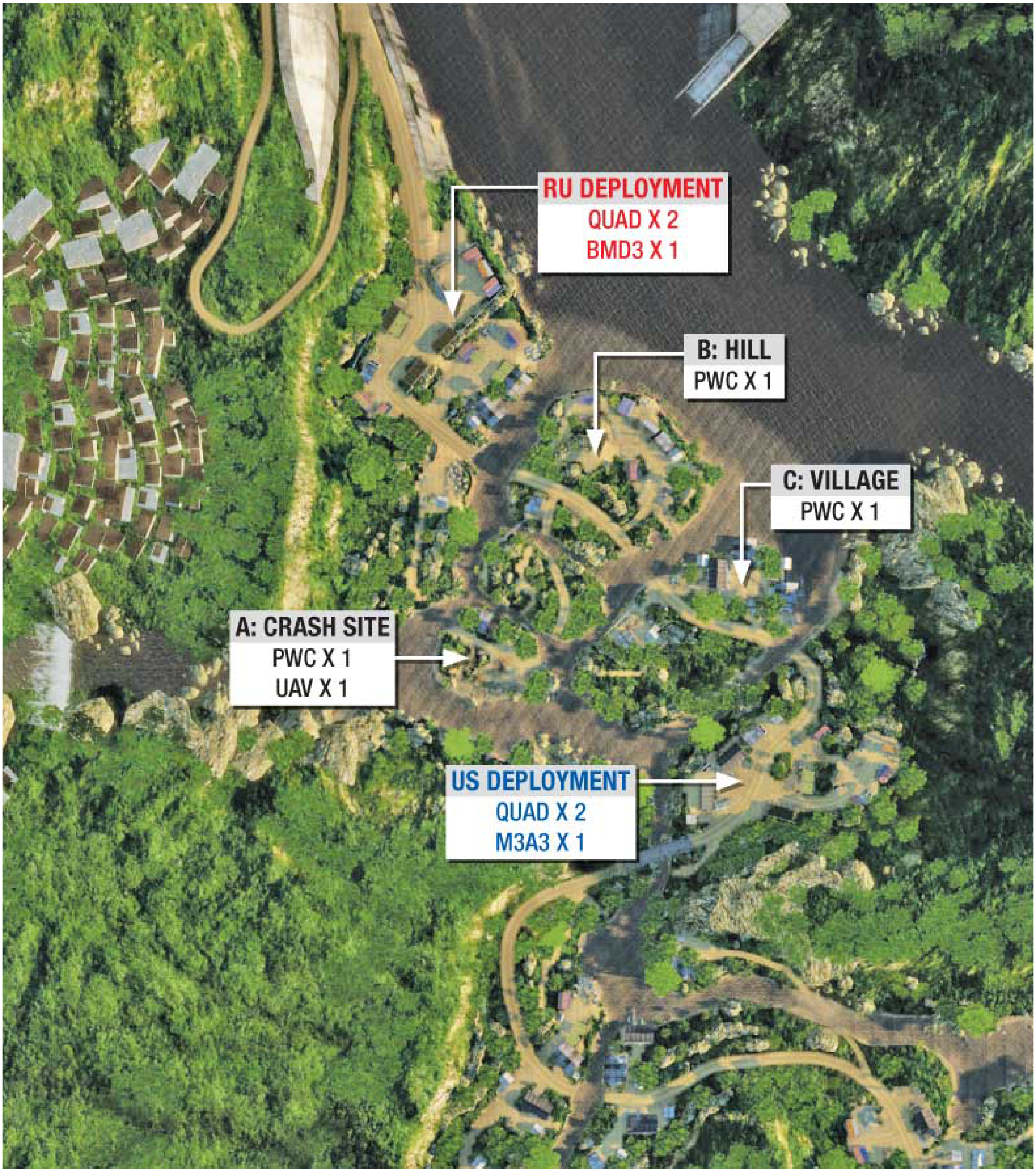


The Maps

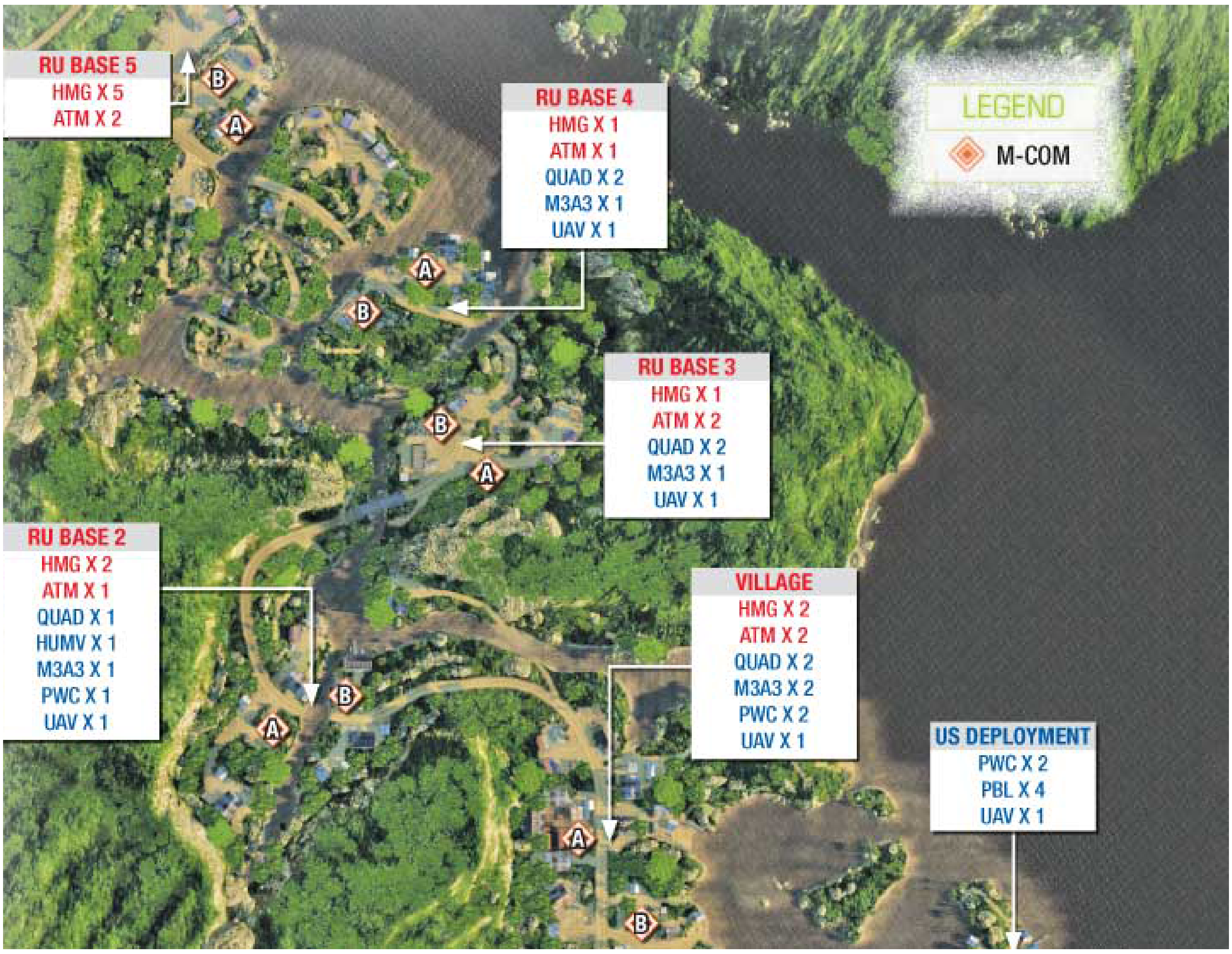
Nelson Bay – Rush

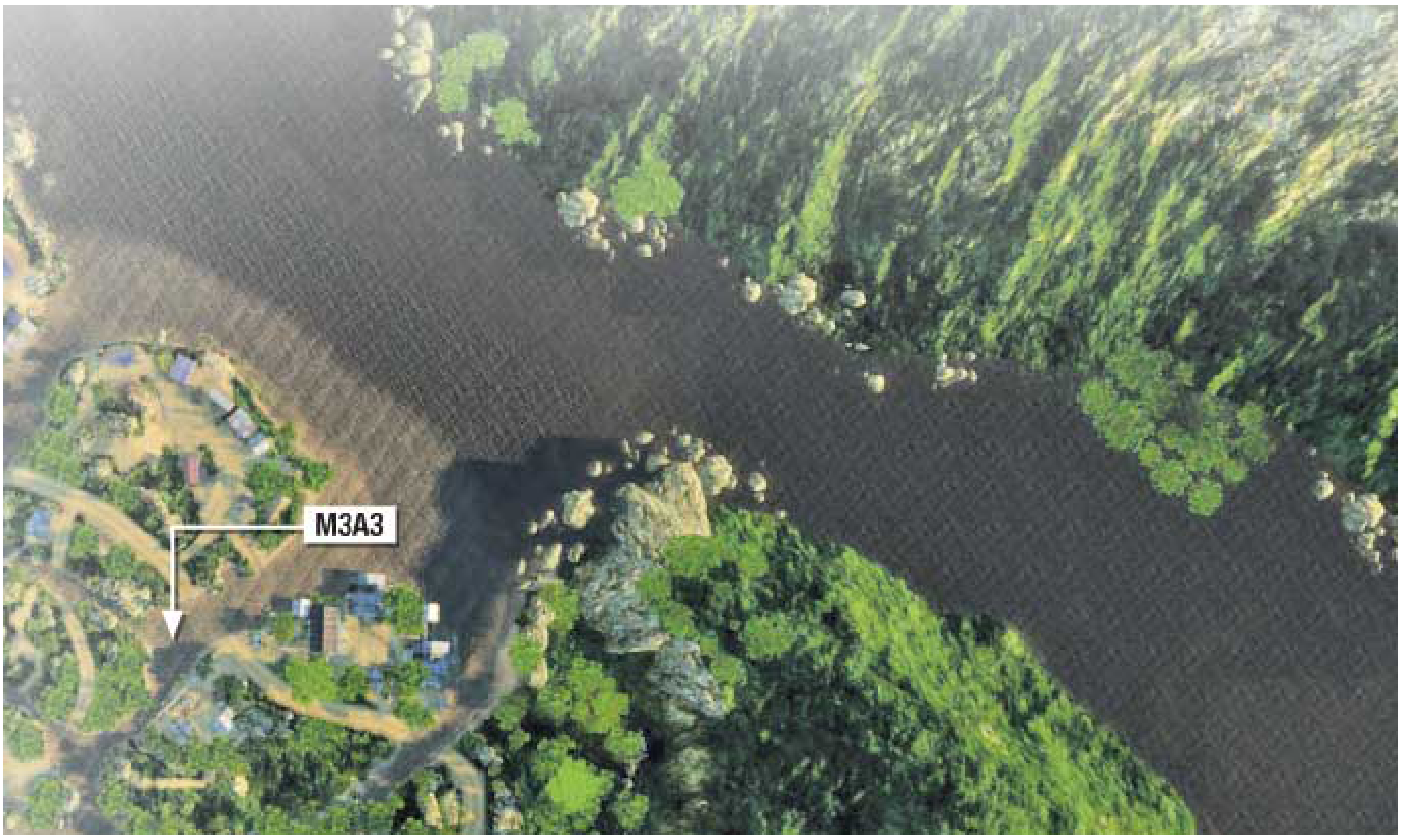

US BASE 2
HMG X 4
UAV X 1
US BASE 1
UAV X 2
RU DEPLOYMENT
QUAD X 1
UAV X 1
US BASE 3
HMG X 2
B
B
B
A
A
A
LEGEND
M-COM

Laguna Presa – Conquest


RU DEPLOYMENT
QUAD X 2
BMD3 X 1
B: HILL
PWC X 1
C: VILLAGE
PWC X 1
A: CRASH SITE
PWC X 1
UAV X 1
US DEPLOYMENT
QUAD X 2
M3A3 X 1

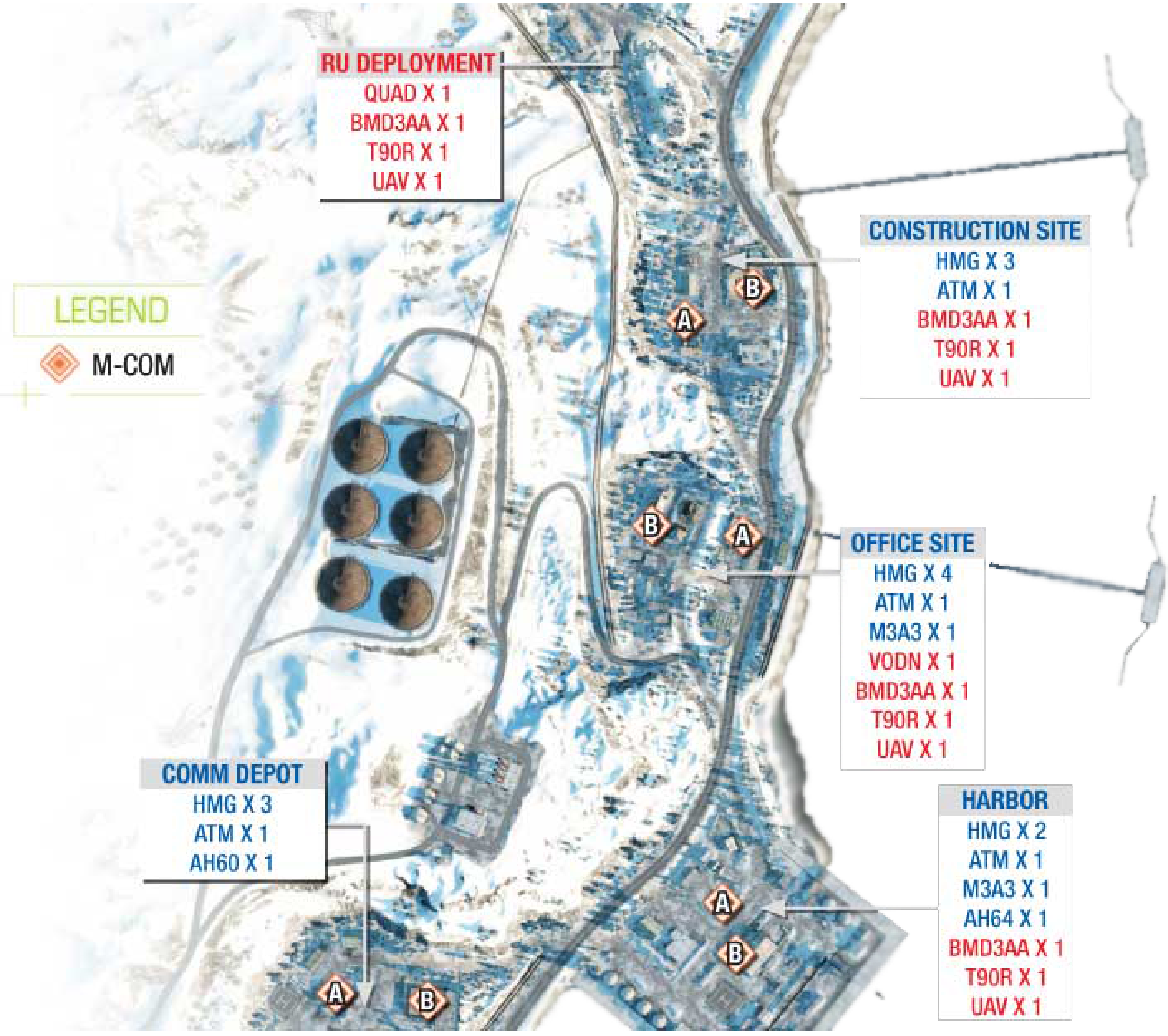
Laguna Presa – Rush & Squad Dm


RU BASE 5
HMG X 5
ATM X 2
B
A
RU BASE 4
HMG X 1
ATM X 1
QUAD X 2
M3A3 X 1
UAV X 1
LEGEND
M-COM
A
B
RU BASE 3
HMG X 1
ATM X 2
QUAD X 2
M3A3 X 1
UAV X 1
B
A
RU BASE 2
HMG X 2
ATM X 1
QUAD X 1
HUMV X 1
M3A3 X 1
PWC X 1
UAV X 1
B
A
VILLAGE
HMG X 2
ATM X 2
QUAD X 2
M3A3 X 2
PWC X 2
UAV X 1
US DEPLOYMENT
PWC X 2
PBL X 4
UAV X 1
A
B

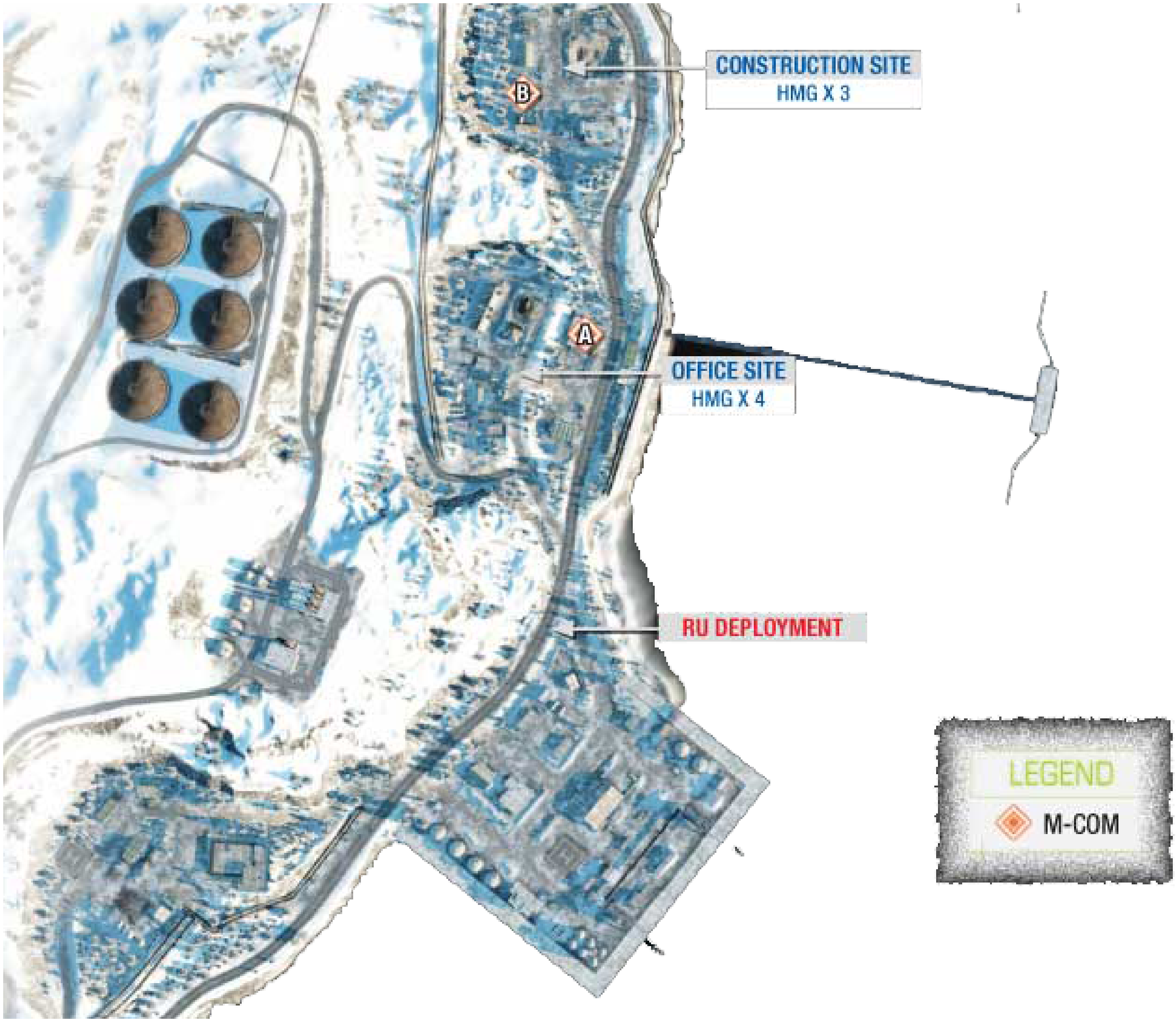


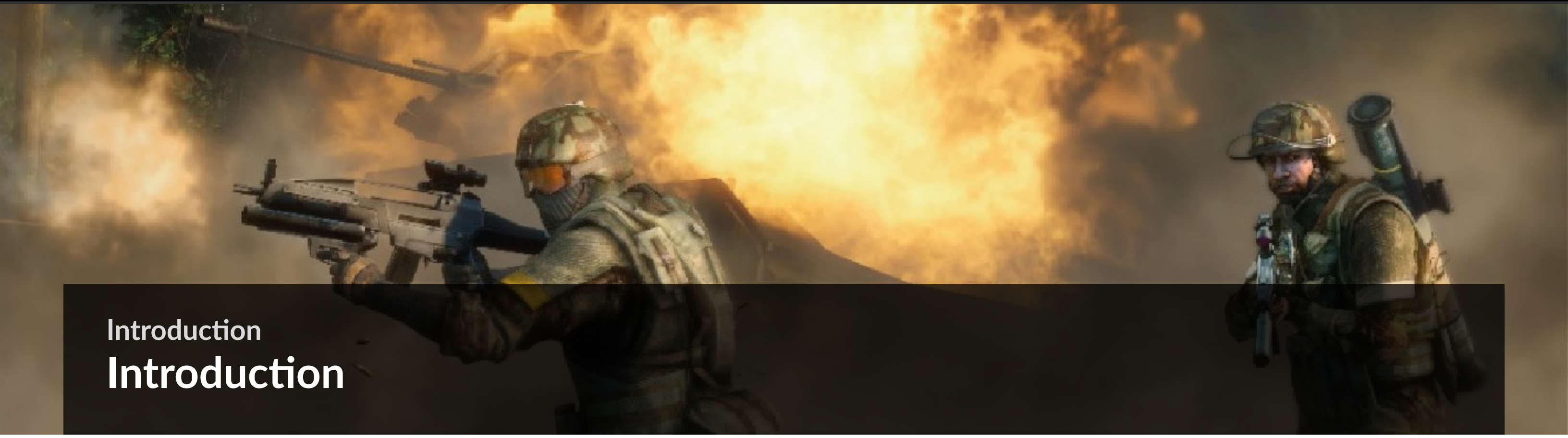
The Maps

Port Valdez – Rush


RU DEPLOYMENT
QUAD X 1
BMD3AA X 1
T90R X 1
UAV X 1
LEGEND
M-COM
CONSTRUCTION SITE
HMG X 3
ATM X 1
BMD3AA X 1
T90R X 1
UAV X 1
A
B
OFFICE SITE
HMG X 4
ATM X 1
M3A3 X 1
VODN X 1
BMD3AA X 1
T90R X 1
UAV X 1
COMM DEPOT
HMG X 3
ATM X 1
AH60 X 1
HARBOR
HMG X 2
ATM X 1
M3A3 X 1
AH64 X 1
BMD3AA X 1
T90R X 1
UAV X 1

Port Valdez – Squad Rush

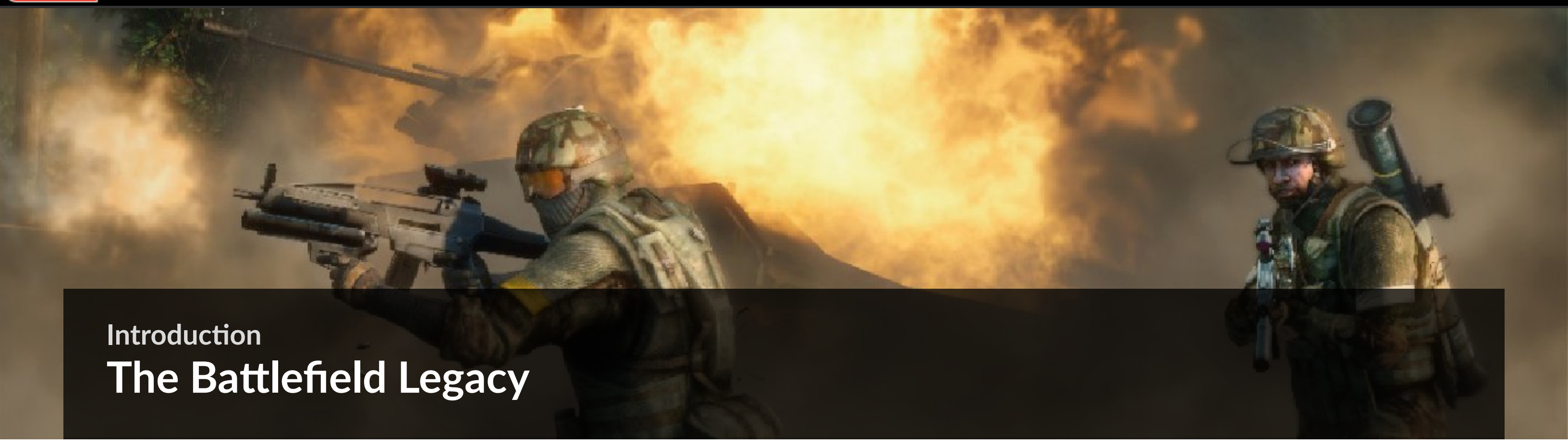

CONSTRUCTION SITE
HMG X 3
B
A
OFFICE SITE
HMG X 4
RU DEPLOYMENT
LEGEND
◈ M-COM



Introduction

Welcome of the official game guide for Battlefield: Bad Company 2 . Following their first gold-chasing adventure together, Preston Marlowe, Sarge, Haggard, and Sweetwater are back in action, traversing jungles, deserts, and frozen landscapes in search of intelligence regarding a new Russian superweapon.

Do they have what it takes to stop another World War? The fate of the free world rests on your shoulders. Fortunately, you won't be going in alone. This guide has everything you need to survive the latest campaign as well as the hours and hours of multiplayer battles raging online. So what are you waiting for? Move out soldier!



Introduction

The Battlefield Legacy

The Battlefield series has been going strong since 2002, providing gamers with plenty of memorable Battlefield moments. You know, like the time you stood on the wing of a flying B-17 and tossed grenades down at your enemies? Here's a brief look at the complete series line-up.

Battlefield 1942 (2002)

Platform: PC

This is the title that got it all started, taking critics and hardcore gamers by surprise with its accessible gameplay and deep team-based multiplayer action. The subsequent Road to Rome and Secret Weapons expansions added even more maps, weapons, and vehicles, giving fans more destructive options during their online battles.

Battlefield Vietnam (2004)

Platform: PC

Gamers clamoring for the chance to pilot a Huey gunship while blaring Ride of the Valkyries got their chance with the release of Battlefield Vietnam . This title advanced the series into the Cold War era, featuring helicopters, napalm-dropping jets, and a rockin' 1960s soundtrack.

Battlefield 2 (2005)

Platform: PC

Battlefield 2 was set in the modern era as the U.S. faced off against Chinese and MEC forces on massive maps allowing up to 64 players. The game marked the first appearance of the series' popular persistence system, allowing players to unlock new weapons and achieve new ranks throughout their online career. The Special Forces expansion pack and the Euro Force and Armored Fury booster packs added even more reason to keep playing, offering new maps, vehicles, and unlockable weapons.

Battlefield 2: Modern Combat (2005)

Platforms: PS2, Xbox, Xbox 360

This was the series' first foray into console gaming, offering both a single-player campaign as well the same intense multiplayer experience PC gamers had been enjoying for years. Like Battlefield 2 , this game also offered an addictive multiplayer persistence system, giving console gamers the chance to earn new promotions and awards.

Battlefield 2142 (2006)

Platform: PC

Battlefield 2142 offered gamers a glimpse into the future of warfare with sci-fi-inspired weapons and vehicles, including the iconic Battle Walkers. The game also introduced the unique and challenging Titan game mode, requiring players to board and attack the opposing team's flying command center. The Northern Strike booster pack added more awards, maps, and the new Assault Lines game mode.

Battlefield Bad Company (2008)

Platforms: PS3, Xbox 360

Bad Company featured the series first in-depth single-player campaign starring Preston Marlowe and the guys from B-Company. The title also introduced the new attack/defend-based Gold Rush multiplayer game mode and an addictive persistence system. Powered by the robust Frostbite engine, the game produced amazing sounds and visuals, including destructible environments.

Battlefield Heroes (2009)

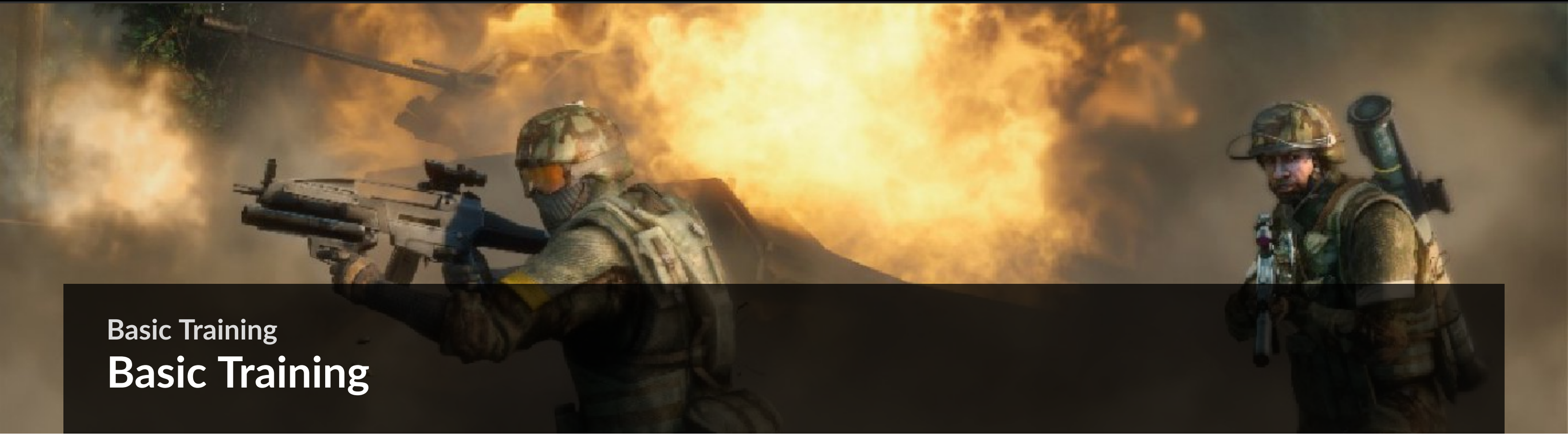
Platform: PC

Battlefield Heroes is a free-to-play browser-based third person shooter based on the Conquest game mode popularized by the series. Sporting cartoon-inspired visuals, the game offers the most light-hearted approach to the series, with accessible controls and a wide range of character customization options. Enlist at www.battlefield-heroes.com.

Battlefield 1943 (2009)

Platforms: PC, PS3, Xbox 360

Utilizing the Frostbite engine, Battlefield 1943 marks a return to WWII's Pacifc theater with updates of four popular Battlefield 1942 maps: Wake Island, Iwo Jima, Guadalcanal, and Coral Sea.

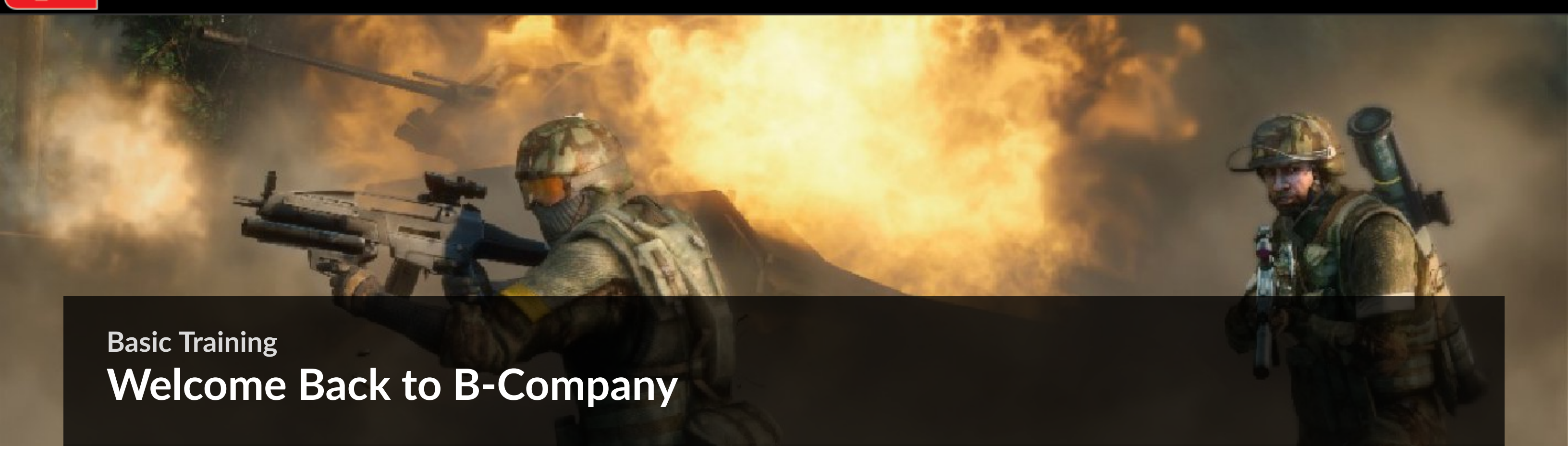


Basic Training

Basic Training

Even though you have been through the Army's basic training program, the fact that you are in Bad Company means that some of the things you were taught didn't stick.

We are not concerned about military discipline and decorum. Bad Company doesn't care if you shine your boots or press your BDUs. The basics we want to review are all related to combat, since you see an awful lot of it in this squad.



Basic Training

Welcome Back to B-Company

Welcome back to the 222nd Army battalion, B-Company. This is where the Army rakes together all the insubordinates, hell raisers, and troublemakers that won't fit in any other unit. When the Rangers and Deltas are too expensive to waste, these guys are the first ones in.

They're called "Bad Company": a mismatched bunch of rejects selected to serve their country as cannon fodder. This isn't the kind of outfit a lot of soldiers would join voluntarily. Getting transferred to "the B" is a punishment and a way for the generals to put all their rotten eggs in one basket. No one starts out in Bad Company. But for some, this is where they end up. . .

Preston Marlowe

Raised on two generations of war stories, Private Marlowe joined Bad Company to get some combat under his belt. Now, as Bad Company's latest "recruit," Marlowe's getting all the action he can handle. Maybe more.

Field Notes

Preston Marlowe is the player's character during the single-player campaign. You usually begin each mission with an XM8 assault rifle with attached grenade launcher. However, you are able to pick up weapons and gadgets you find during the mission as well as weapons dropped by dead enemies. So even though Marlowe is an assault class soldier by default, you can use the weapons and equipment of the various other classes.

Sarge

Sergeant Samuel D. Redford is the only soldier to actually request transfer to Bad Company. Some paint that decision as crazy or suicidal, but Sarge has his reasons. He used to buy into the whole military lifestyle, Mom and Apple Pie, all of it. not anymore. Especially not after Sadiz.

Field Notes

Sarge is the leader of Bad Company. While he is a straight shooter, a by-the-book type of non-commissioned officer, Sarge is loyal to his men and will not hesitate to step across a line (or international border) to protect one of his squad. Sarge is the typical assault class soldier and carries an assault rifle with an attached grenade launcher.

Haggard

Private George Gordon Haggard, Jr. actually likes being in Bad Company. His better personality traits include low-impulse control, consistently poor hygiene, and an encyclopedic knowledge of explosives. The upside is that Haggard's a hell of a soldier. He's just a little ... unorthodox. And loud.

Field Notes

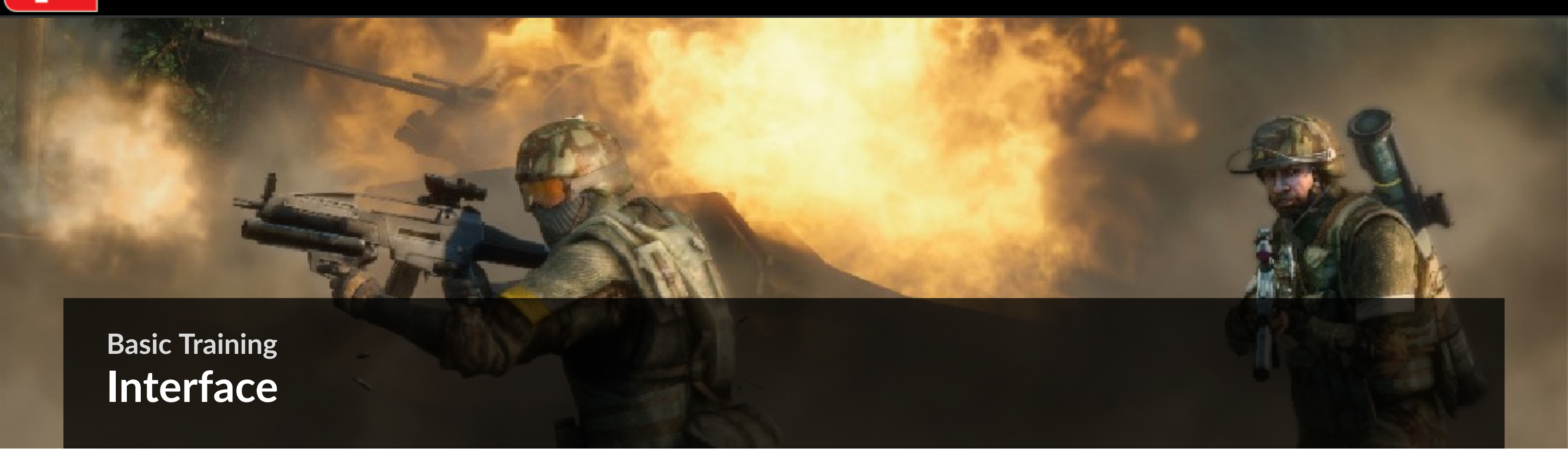
Haggard is the squad demolitions soldier. He carries a shotgun as well as an anti-tank rocket launcher. When facing an enemy vehicle, Haggard is the one you want next to you. Maybe it is all the loud explosions he has been exposed to, but there is something about Haggard that makes the squad wonder if he is all there. In fact, they even entertain thoughts that he is just plain. . . well, let's just say "eccentric."

Sweetwater

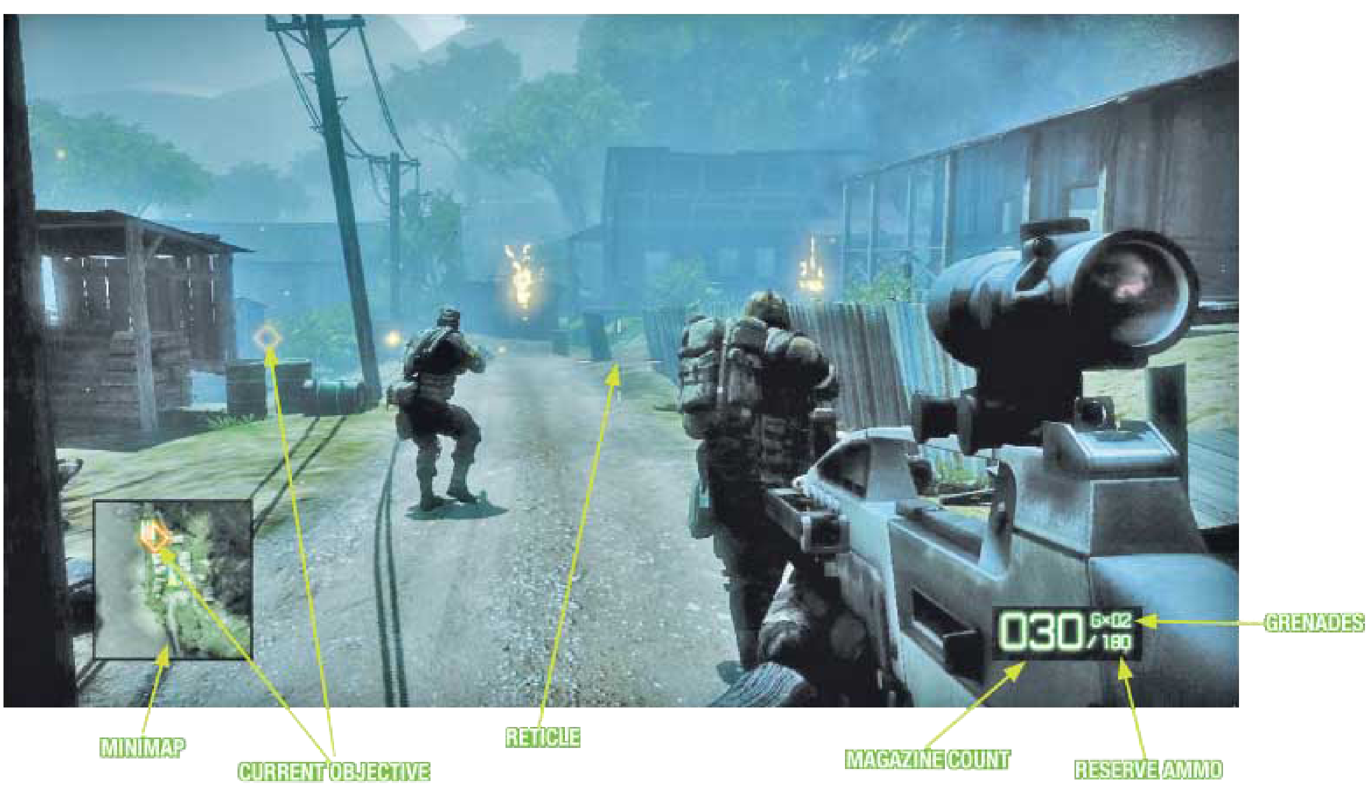
Private Terrence Sweetwater is too smart for his own good. He enlisted for the college scholarship his recruiter dangled in front of him, figuring his brains would keep him in the rear with the gear. And maybe they would have, if he hadn't "accidentally" uploaded a virus to a secure military network he wasn't supposed to access in the first place.

Field Notes

Sweetwater is the squad support soldier. He carries a light machine gun that can put out a lot of firepower and is great when engaging enemy infantry. Sweetwater is also technologically savvy. Listen to his comments during a mission. He often has good suggestions about how to accomplish an objective—you just have to pay attention and listen for his bits of wisdom hidden among the whining.



Interface



Interface

The heads up display, or HUD, is the way that vital information is displayed on your screen. None of the items on your HUD are there for aesthetics. They are there to help you accomplish your mission and keep you alive.

Reticle

The reticle is always located in the center of the screen. The reticle is the aiming point for your weapon. To hit a target, place the crosshairs over it.

Some weapons, such as sniper rifles, do not have a reticle. Instead, they must be aimed using iron sights or scopes. Other weapons, such as grenade launchers or other weapons that lob a projectile, feature a reticle with a vertical line of arrows for aiming at various ranges.

Tip

When firing at an enemy, watch for diagonal lines flashing around the perimeter of the reticle. This means you are hitting the target, though not necessarily indicating a kill. This is especially useful when making long-range shots

Minimap

Located in the bottom left corner of the screen, the minimap provides a top-down, 360-degree view of the environment through which you are moving.

The minimap rotates as you change direction so that the top of the minimap is always the direction you are currently facing. In addition to showing the terrain, the minimap also shows the location of all detected enemies as red triangles or red vehicle icons.

Friendly units are displayed in blue and empty vehicles are represented by white icons. It is a good idea to constantly refer to the minimap to keep track of enemies.

Even if you can't see them visually, the minimap lets you know where they are located, whether behind a hill or inside a building.

The minimap also comes in handy when looking for ammo. The icon with three green bullets represents an ammo crate while green pistol icons show you where you can pick up weapons or gadgets.

Finally, red diamond icons show you the location of objectives—these same objective icons also appear on the HUD

Caution

The color of the ground on the minimap also has meaning. The dark shaded terrain is out of bounds. If you move into this area, you have ten seconds to get back into the gray or you will be killed by enemy artillery.

Ammo Count

The ammo count box is located in the bottom right corner of the screen. Your ammo is represented by three numbers. The number to the left of the vertical line is the number of rounds you currently have loaded in the weapon's magazine while the number to the right is the amount of ammo available in unloaded magazines.

As you reload your weapon, the number on the right decreases as the number on the left increases up to the maximum amount the weapon's magazine can hold. The third number, above the ammo reserves, represents how many grenades you have.

Tip

Make a habit of loading a fresh magazine after each engagement. If you're running low on ammo, look for ammo crates and stand next to one to stock up. In multiplayer, ammo can only be retrieved from ammo boxes dropped by assault players.

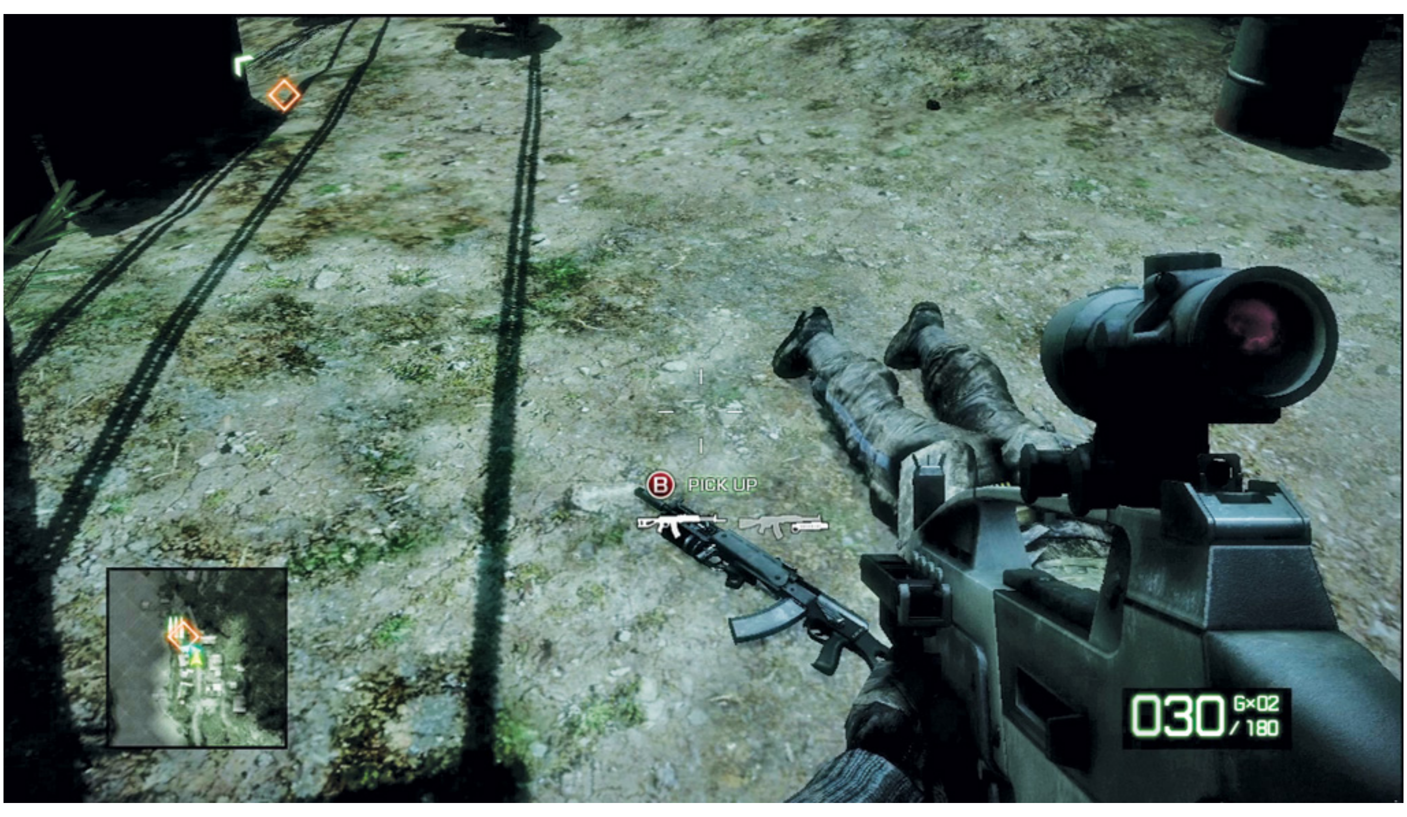
Contextual Actions

During gameplay, you have the opportunity to interact with some objects. At these times, instructions appear on the screen.

For example, when you are near a weapon on the ground or next to a vehicle not occupied by enemies, a note appears at the bottom center of the screen stating which button you need to press to pick up the weapon or to get into the vehicle.

Other instructions appear along the right side of the screen when operating a vehicle or using a new weapon, informing you how to accomplish different actions.

Interacting with M-COM stations (in single and multiplayer modes) makes you initiate a timed explosive charge used to destroy the crate.

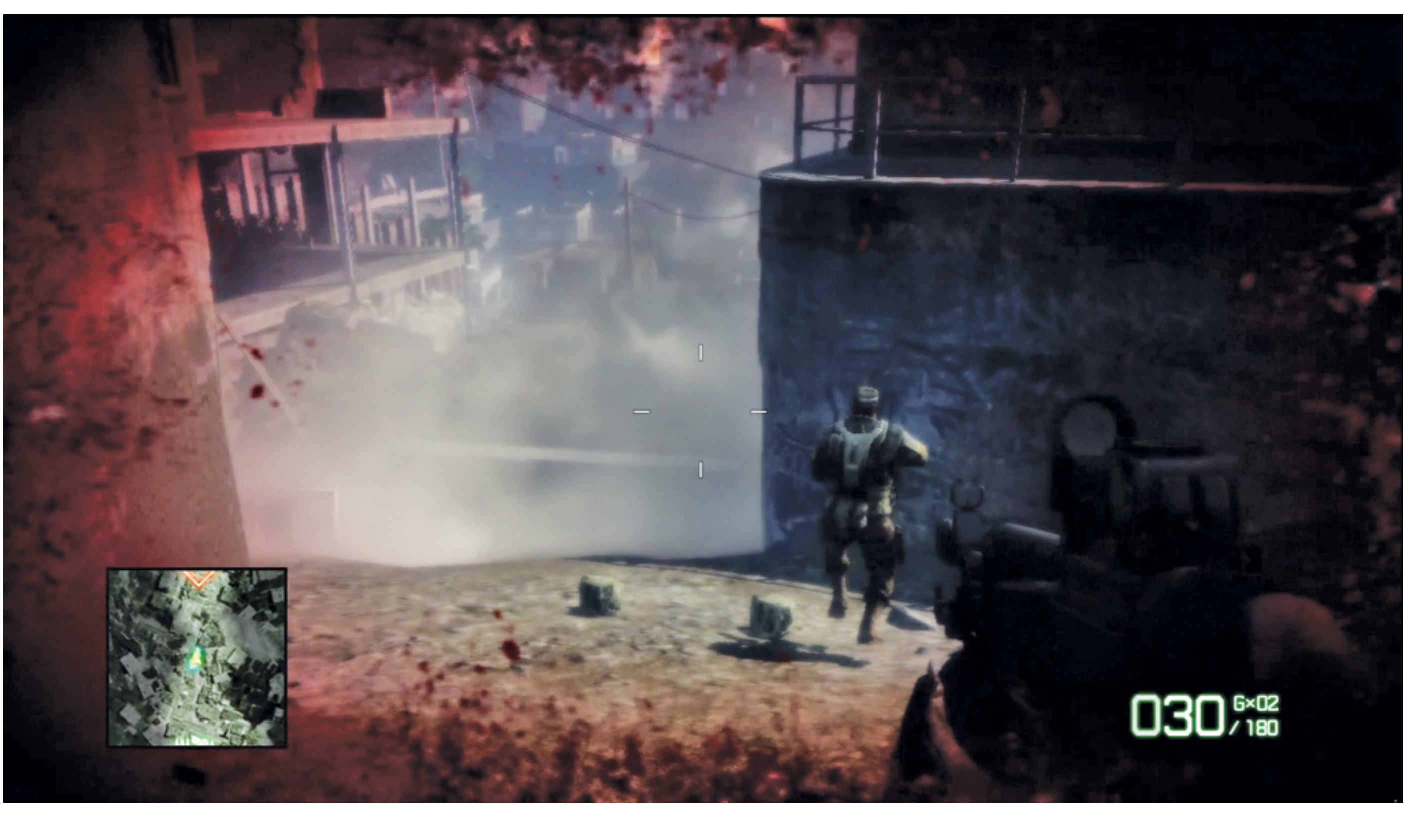


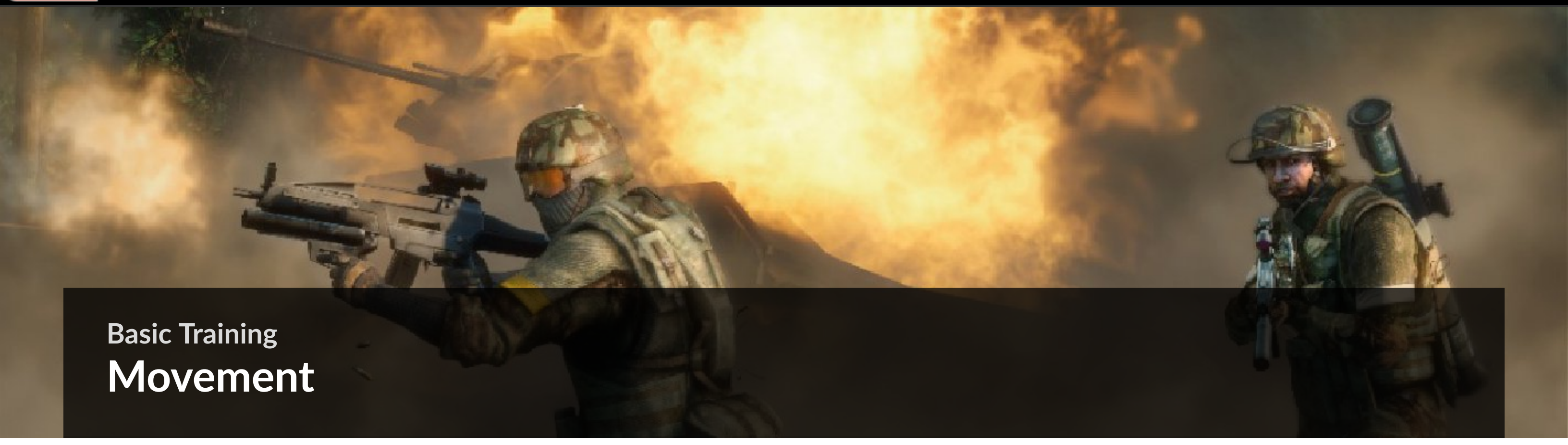
Health

In Bad Company 2, there is no longer a health bar showing you how close you are to dying. Instead, as you take damage, the HUD's perimeter turns red with splotches of blood and your vision blurs.

Whenever this happens, seek cover immediately. While in cover, you slowly heal over time and the HUD returns to its default pristine condition.

The new health system functions the same way in both single-player and multiplayer campaigns. In multiplayer it takes much longer to heal while in cover, however, so you better find a medic's medkit to expedite the process.





Basic Training

Movement

Moving around the battlefield is fairly straightforward. You can use your controls for forward and backward movement as well as strafing to the left and right.

Strafing is a sideways move where the direction you are facing does not change. It is useful for moving out from cover to fire, and then back behind cover for protection. You can also control where you look—turning left and right as well as looking up and down.

Tip

The parachute is back! Don't forget to hit the silk when jumping out of a helicopter or leaping off a tall building. While falling, press the jump button to deploy the chute.

Crouching and Sprinting

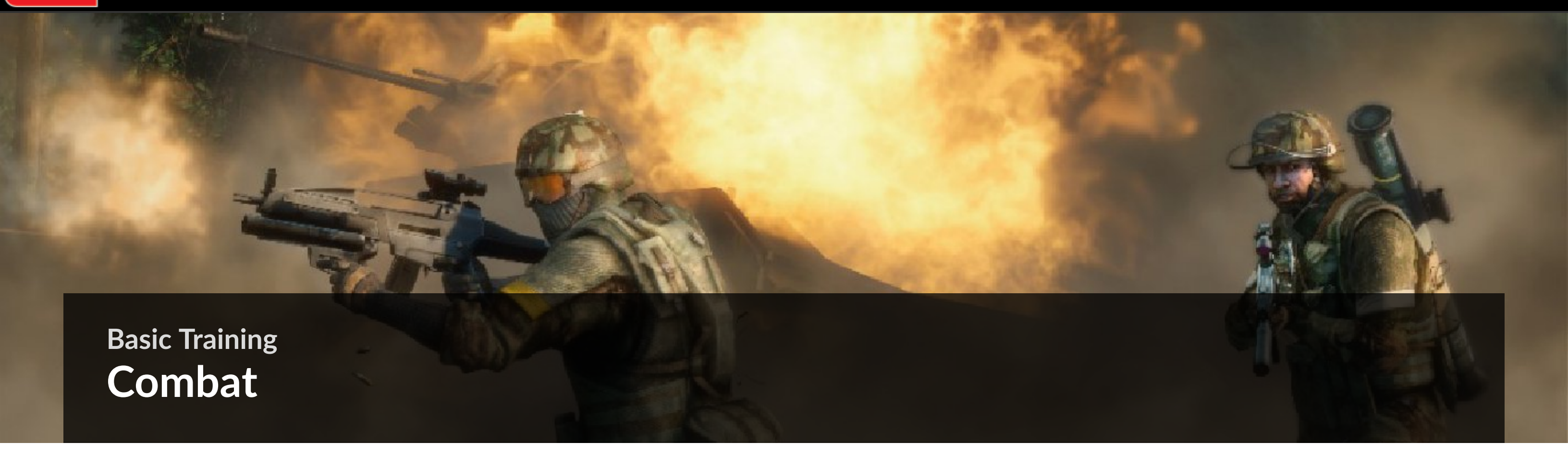
There is more to movement than just walking, such as crouching and sprinting. While crouched, you move slower. However, since you are lower, you make a smaller target for the enemy to hit and you can more easily duck behind cover.

When advancing against an enemy position, it is usually best to move crouched, as it is harder for the enemy to detect you.

Crouching also causes the reticle to tighten up, indicating an increase in weapon accuracy. So make a habit of dropping to a knee before firing a shot.

At times, it is better to move fast, which is where sprinting comes into play. You can't use weapons or equipment while sprinting, but you are much more difficult for the enemy to hit.

Use sprinting when you have to cross a dangerously open piece of ground as you move from one position of cover to another.



Basic Training

Combat

While moving about the battlefield is a major part of gameplay, the sole purpose of movement is to place you in a position where you can use your weapons to engage and eliminate the enemy.

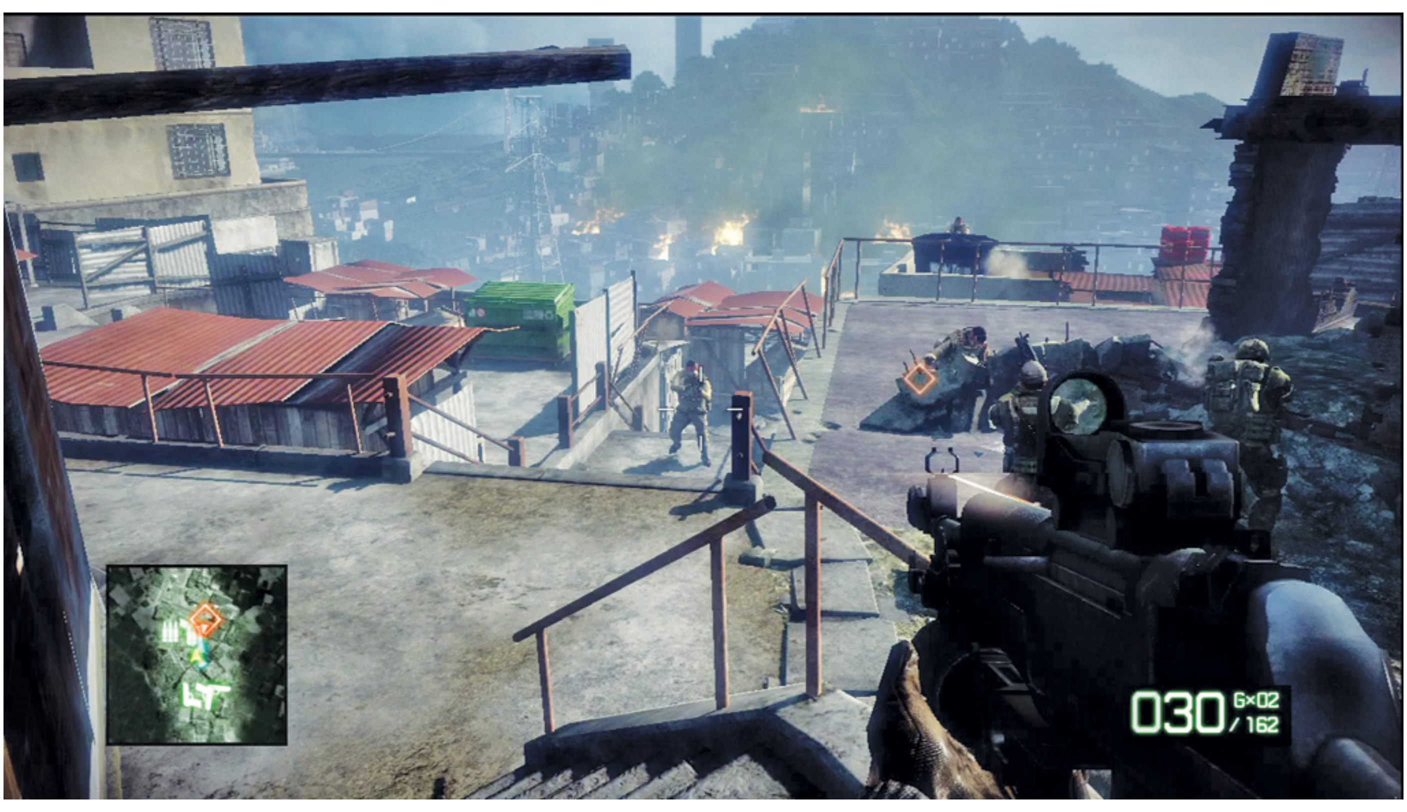
As a member of Bad Company, you have access to different types of weapons. However, the controls for using these weapons are fairly common. For specifics, see the Weapons chapter, which covers this topic in greater detail.

Weapons

As mentioned earlier, the reticle in the center of the screen is your aiming point for using weapons. Most of the weapons you use are direct fire, meaning that the projectile you fire travels in a basically straight line from your weapon to the target. Using these weapons is simple.

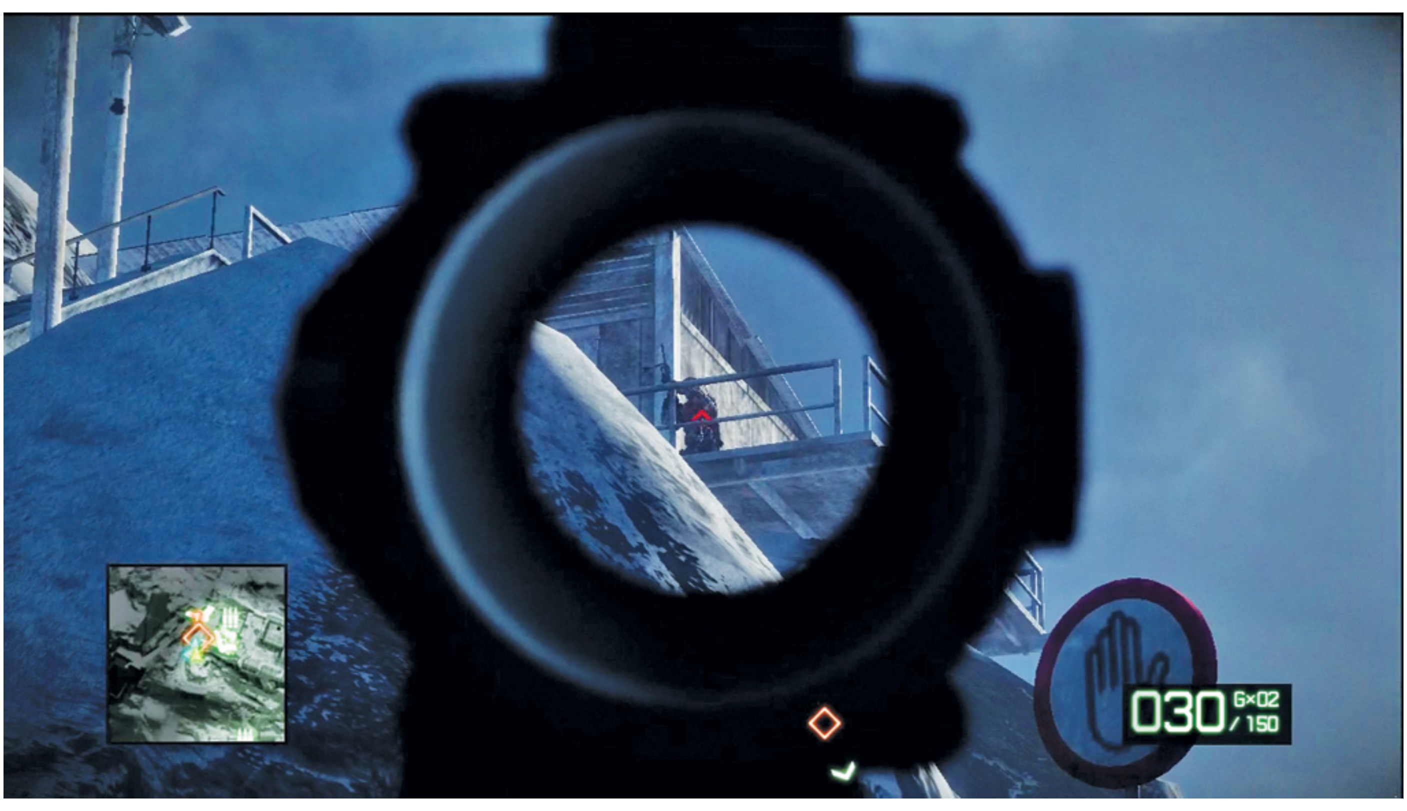
Place the reticle directly over the target and then press the fire button. For semi-automatic or single-shot weapons such as pistols, shotguns, and sniper rifles, each time you press the fire button, you fire a single round.

However, for automatic weapons such as submachine guns, assault rifles, and light machine guns, they will continue to shoot as you hold down the fire button until they are empty.



Tip

When firing automatic weapons, the longer the burst, the less accurate your fire. Therefore, to maintain greater accuracy and still put out a lot of lead, fire in short bursts. You are more likely to kill your target, especially at medium to long range, with a few accurate rounds rather than an entire clip spread all over.



Iron Sights and Scopes

When you fire a weapon using the reticle to aim, you are essentially firing from the hip, with the butt of your weapon in the crook of your arm.

This is not very accurate and should only be used at close range. To increase your accuracy, press the zoom button. This will bring up the iron sight view, where you are actually looking through the weapon's sight to aim.

The butt of the weapon is brought up to your shoulder giving you greater accuracy. If your weapon is equipped with a scope, the zoom button will provide a view through the scope rather than iron sight

Tip

It is a good idea to get in the habit of pressing the zoom button to bring up your iron sight before firing. This not only is more accurate, but it also provides a zoomed-in view of the target. To further increase accuracy, crouch down and remain stationary while firing.

Grenades and Grenade Launchers

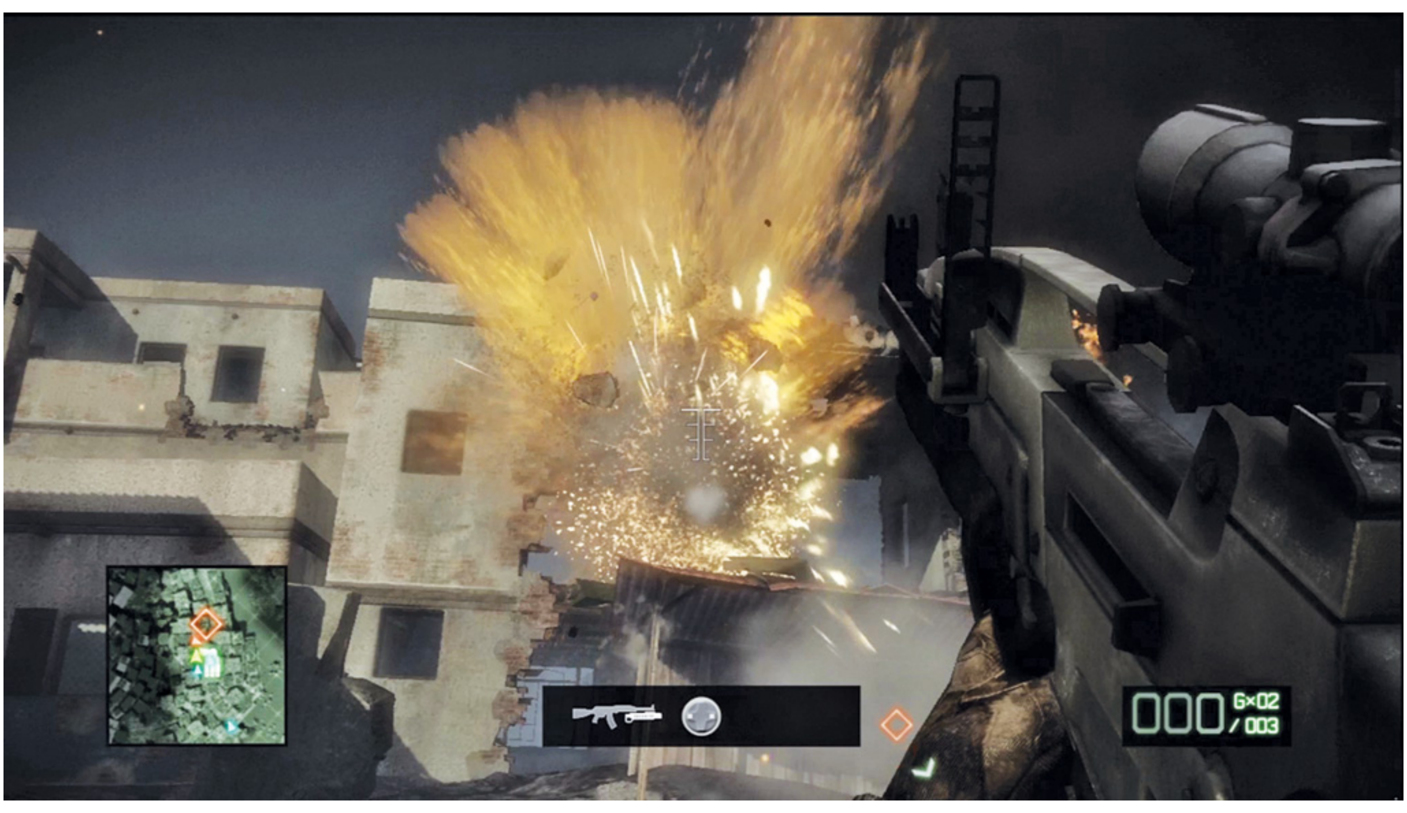
Grenades require a bit more skill to use effectively, since they are either thrown or launched. Unlike a bullet or rocket, which travels in a straight line for the purpose of gameplay, grenades travel in a parabolic arc due to their lower speed and the effect of gravity.

In the case of a grenade launcher, the farther away you are from the target, the higher you need to aim. That is why the reticle for a grenade launcher has several horizontal line aiming points.

For a short-range shot, use the top line. The farther away your target, use the lower lines. By using a lower aiming point, you are essentially aiming the weapon up higher to lob the grenade towards the target.

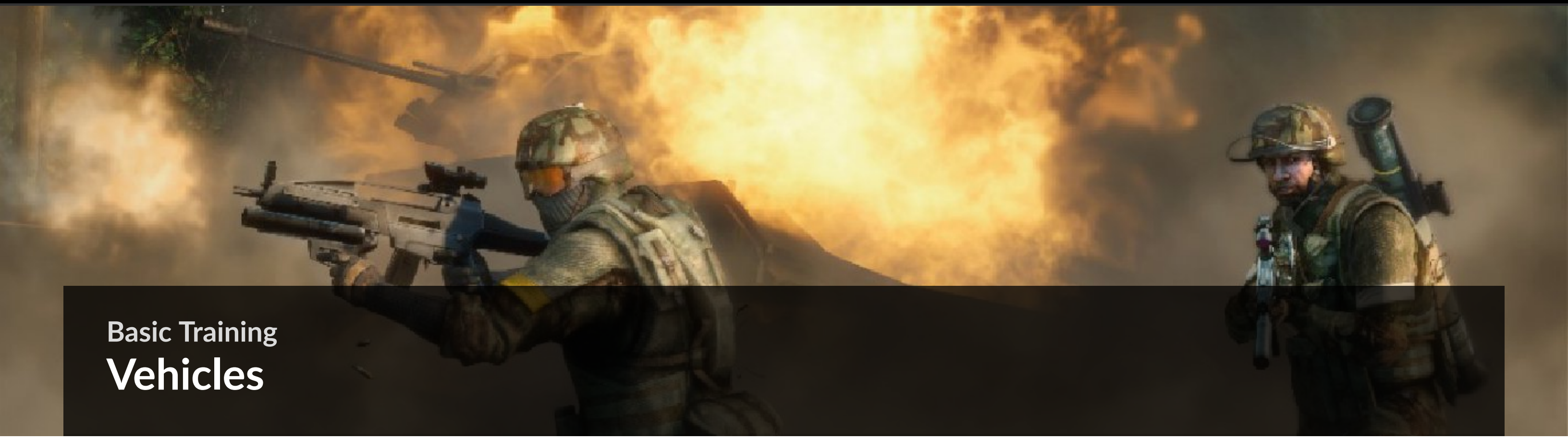
Hand grenades work a bit differently. They are thrown rather than launched and you don't get a reticle for aiming. Instead, the longer you hold down the fire button, the farther you throw.

A quick press of the fire button will toss the grenade right in front of you, while a long hold on the fire button before release will send it flying some distance. The farther your target, the higher you should aim your throw.



Note

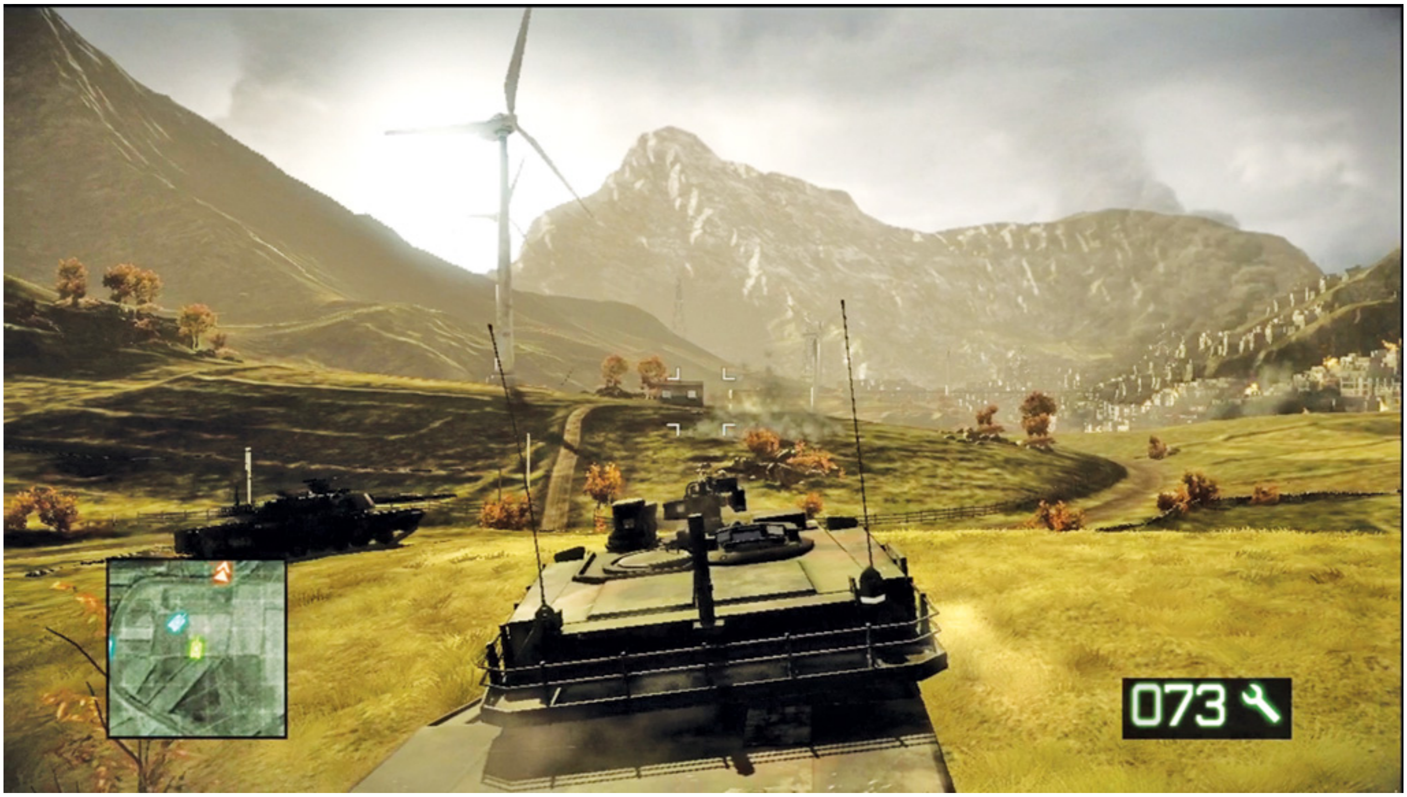
When using grenades, it is important to understand how they work. Rifle grenades fired from a launcher explode on impact. Hand grenades, in contrast, have a five-second fuse. As a result, you can bounce hand grenades around corners or roll them down a hill.



Basic Training

Vehicles

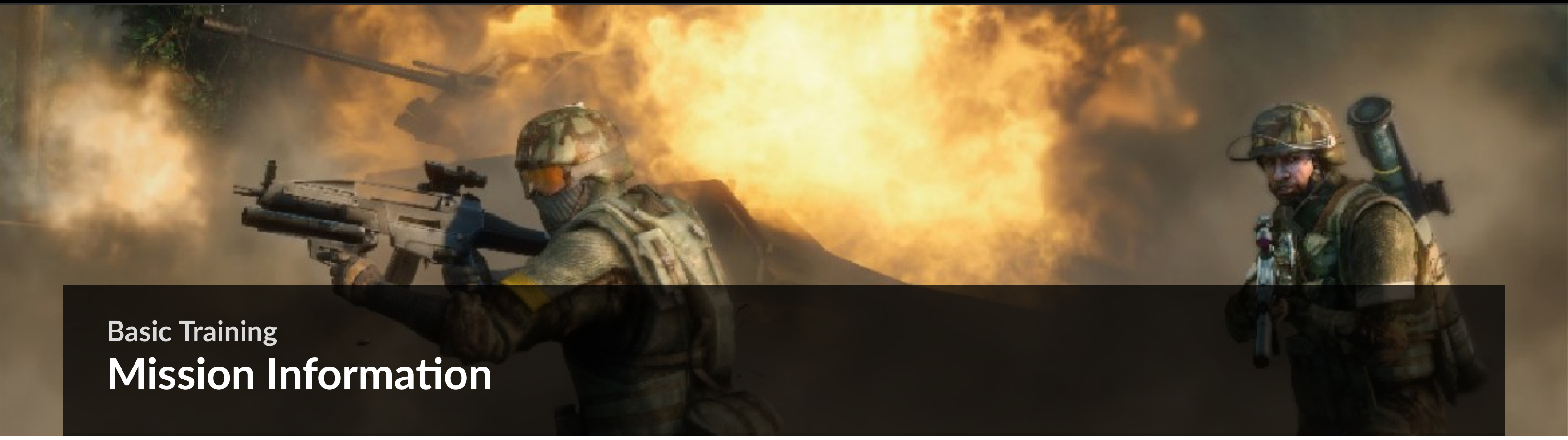
The maps in Battlefield: Bad Company 2 are often quite large. It can take a while to walk them on foot. Therefore, use vehicles to get around. There are several types of vehicles in the game, yet they all are driven with similar motion and camera controls.



All vehicles have more than one seat. When you get into an empty vehicle, you are placed in the driver's seat by default. However, you can press the change seat button to move to another position inside the vehicle.

The driver has control of a vehicle's movement and, in the tanks and IFVs, also controls the vehicle's main weapon. The second position is usually a machine gun.

Some vehicles even have passenger positions for use during multiplayer games when you want to load up your squad and take them into combat. For more information on the various types of vehicles in the game, see the Vehicles chapter.

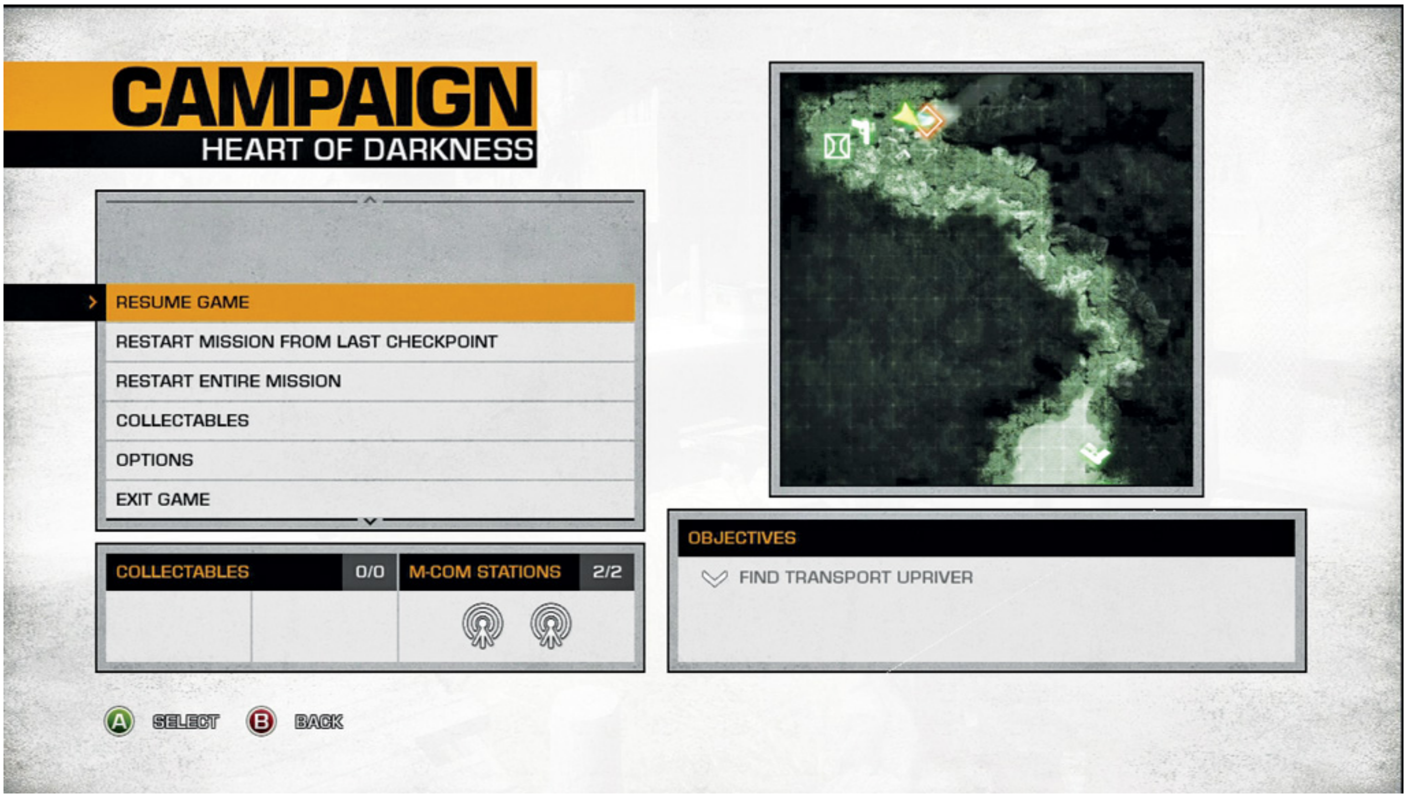


Basic Training

Mission Information

During combat, the side with the most information has the advantage. To gain some additional insight during a mission, press the menu button. During the single-player campaign, this also pauses the game. The menu screen contains some great assets. First off are the objectives.

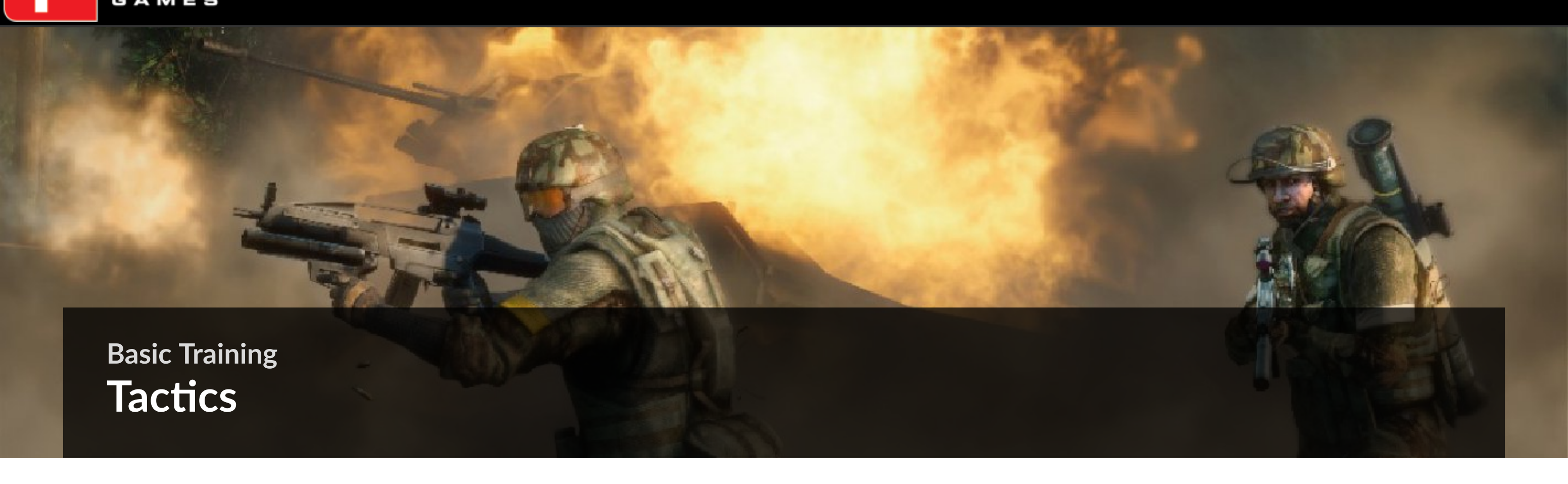
These include the overall objective as well as the current orders you must complete. Check in on your objectives and orders frequently to stay focused on the purpose and execution of your mission. Also on the menu screen is a larger map of the area in which you are operating.


CAMPAIGN
HEART OF DARKNESS
RESUME GAME
RESTART MISSION FROM LAST CHECKPOINT
RESTART ENTIRE MISSION
COLLECTABLES
OPTIONS
EXIT GAME
COLLECTABLES 0/0
M-COM STATIONS 2/2
OBJECTIVES
FIND TRANSPORT UPRIVER
A SELECT
B BACK

This is not only larger than the minimap, but it also shows a larger area. This map uses the same symbols as the minimap and also shows all detected enemies as well as all friendlies. Use it to find enemies that are too far away to appear on your minimap.

Tip

During multiplayer matches, go to the menu screen even though it does not pause your game. The larger map can give you a better idea of the overall lay of the land



Basic Training

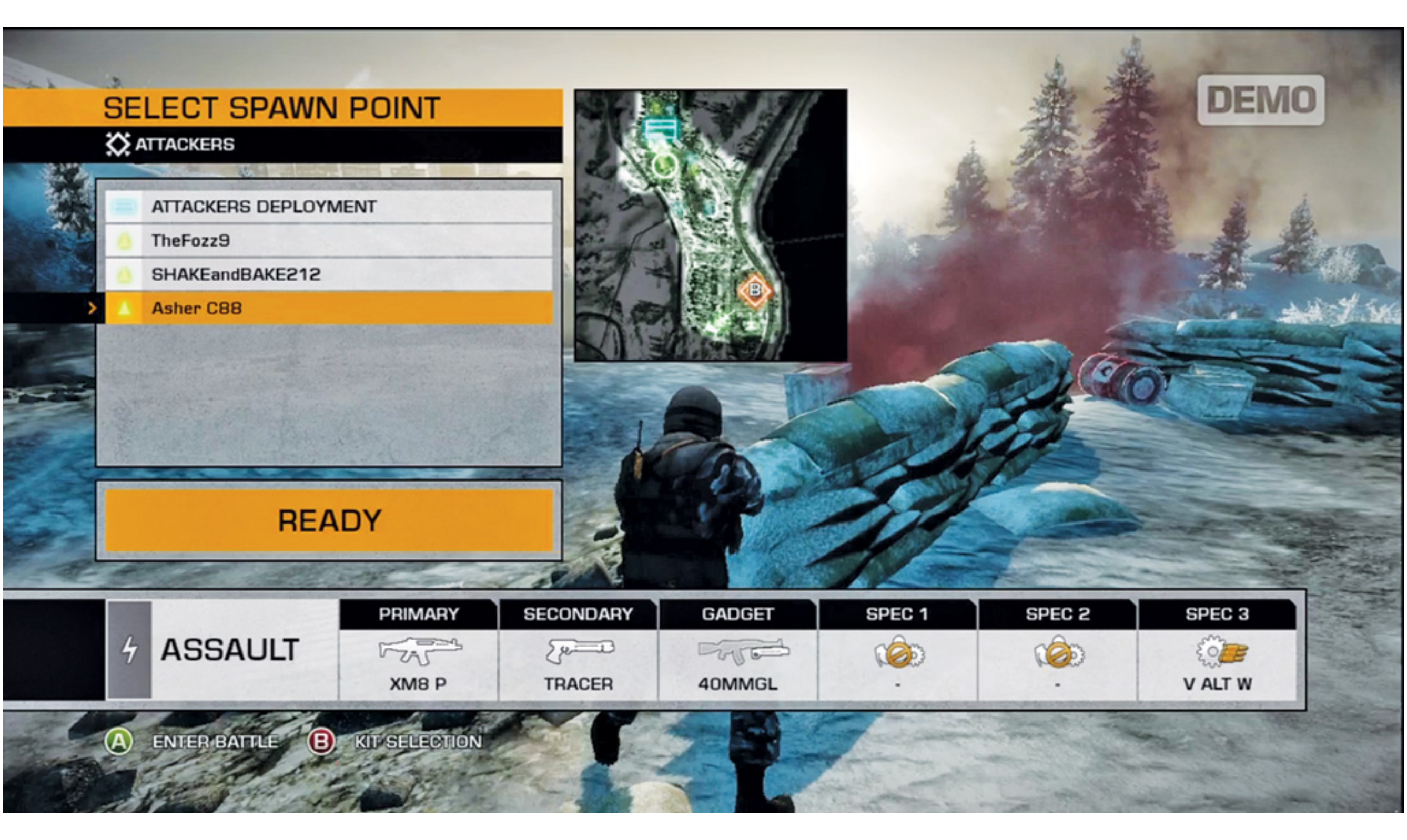
Tactics

Tactics is the combining of maneuvers and firepower to achieve an objective. Both movement and weapons have already been covered, so this section focuses on using the two together.

Plan Ahead

There is an old saying that those who fail to plan, plan to fail. No matter whether you are playing the single-player campaign or multiplayer matches, you need to come up with a plan before the bullets start flying. The best place to start is to look at your objectives, since those determine victory or defeat.

While killing the enemy is always a goal, it is often a means to an end. Instead, focus on the objectives. Do you have to destroy a target, defend a position, or just get to a certain point on the map.



Once you know what you must do, look at the map and examine the terrain. Where are you located? Where is the objective? How will you get there? Are there any vehicles you can use?

These are all questions you need to ask yourself. Once you have determined how to get to the target, you must then consider how to accomplish your orders.

If you need to destroy something, what weapons will you use? Will you need to get in close to plant an explosive charge on the target, or can you stay back and fire rockets at it?

Finally, you need to take into account your opposition. What does the enemy have and where are they located? Usually you will not know that type of information until you get in close to the target and can see the enemy with your own eyes.

Therefore, planning continues on the fly as you learn new information about enemy positions and actions.

Cover

Combat is very dangerous. Bullets and other deadly projectiles fly through the air and can cause a lot of damage when they hit you.

The concept of cover is to place something solid between you and the enemy that will stop those projectiles and keep you safe.

The battlefields are filled with objects that you can use as cover—buildings, walls, trees, rocks, earthen mounds, and so on. Some types of cover will stop small arms fire such as rifle bullets, but not stop the heavier machine gun fire.

Walls of buildings will stop machine gun fire, but not rockets or tank rounds. Therefore, pick cover that will protect you from the current threat.

Cover should become ingrained in your combat thinking. In addition to looking for enemies, you also need to be looking for cover.

During a fire fight, always stay behind cover. The only reason you leave cover is to move to another position with cover. If the cover is low, you may need to crouch down behind it, standing only to fire over it. When moving from cover to cover, sprint to get there quicker.

While you want to stay behind cover, you also want to try to deny the benefit of cover to your enemies. Destroying their cover is a way to do that.

Another way is to reduce the effect of their cover by moving to hit them from a direction for which they have no cover. This is called flanking. For example, if an enemy is taking cover behind a wall, move around to the side of the wall so that the wall is no longer between you and your target.

In the single-player campaign, your squad is great at holding an enemy's attention, giving you the chance to flank, surprising threats from the side or rear.

Destructible Environments

The topic of cover leads nicely into destructible environments. One of the awesome features in Battlefield: Bad Company 2 is that many of the structures and objects can be damaged or outright destroyed.

This presents a large range of possibilities and opportunities that will affect the tactics you use. There are two basic types of destruction in the game: micro-destruction and what the developers refer to as Destruction 2.0.

Micro-destruction allows you to eliminate pieces of cover, blowing away corners of buildings, fences, or walls. Playing with these tactics in mind gives you a huge advantage when an opponent is hiding behind a wall or other piece of cover. Simply blow away their cover and shoot them.

In urban settings, structures can often funnel you into a kill zone the enemy has set up, so blast your way through walls or other objects and flank the enemies from different directions that they might not expect. While this may seem to favor the attacker, the defender can also use this as an advantage.

Destroy potential cover the attacker may use to approach your position. Call in mortar strikes on groves of trees or shoot out fences to deny the enemy a place to hide.

As a result, you can create your own kill zones of open land which the enemy must traverse—all the while under the fire of your weapons.

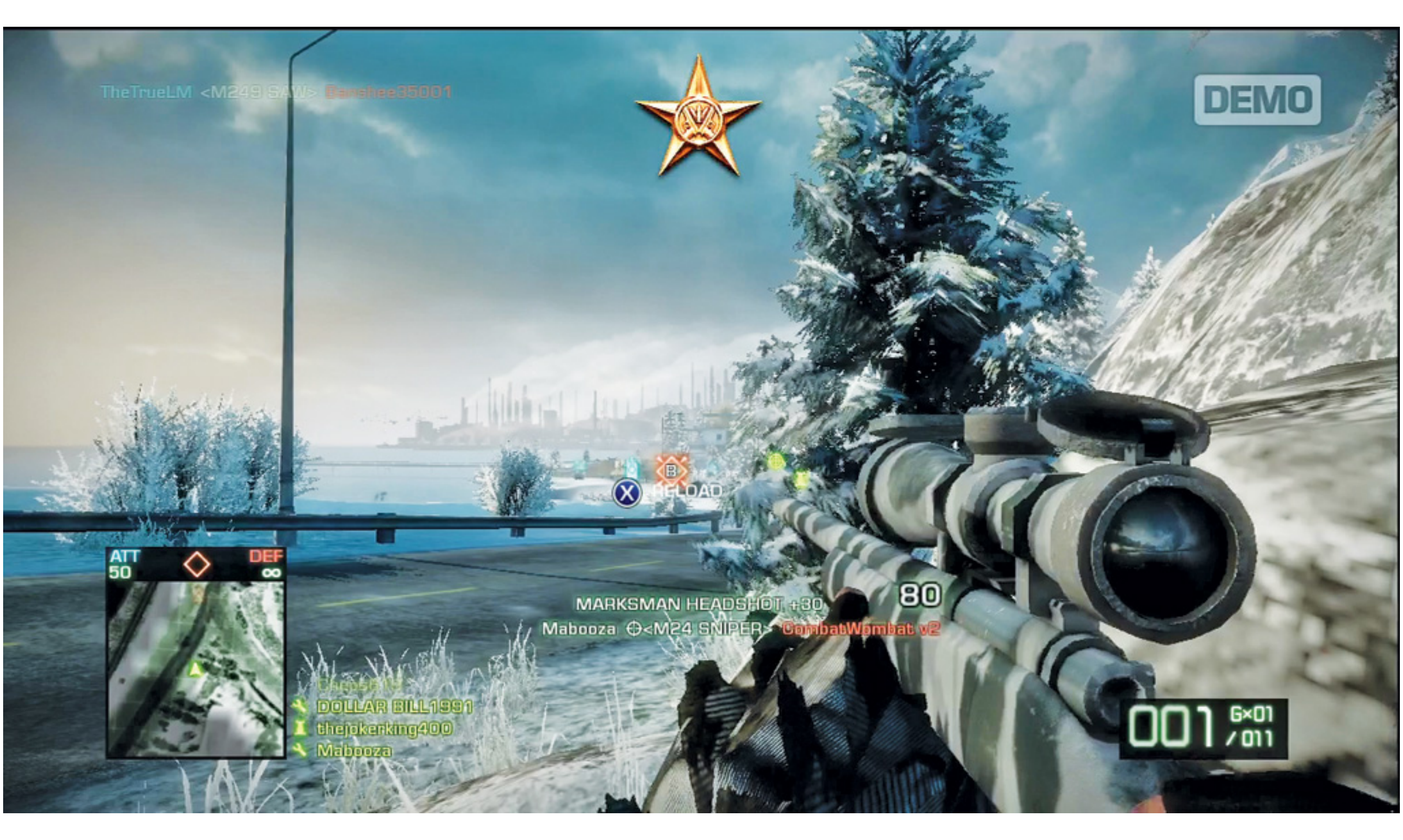
Destruction 2.0 takes devastation to a whole new level, altering the battlefield drastically through the complete demolition of structures.

Buildings that take heavy damage can completely collapse, killing everyone inside. Collapsed structures can also destroy M-COM stations, a useful tactic during Rush and Squad Rush multiplayer matches.

To destroy a building, target its exterior walls until you hear a series of creaking and moaning sounds, indicating an imminent collapse.

This can be a fun (yet inefficient) way to take out a pesky sniper hiding in an attic or upper floor. Obviously, if you find yourself in a creaking and moaning building, get out fast! Removing structures from the battlefield also alters the sightlines, offering snipers more unobstructed views.

Long-Range Combat



If possible, it is best to try to attack the enemy at long range before they're even aware of your presence. While sniper rifles work great for this type of combat, you can even use assault rifles, light machine guns, or rocket launchers to hit targets at long range.

The key to winning at long range is to take your time. Crouch down, stay still, and use iron sights or scopes to increase your accuracy.

As always, make sure you have some good cover in case the enemy decides to shoot back. Also remember to fire in short bursts to ensure that more of your bullets hit the target.

Close-Quarters Combat

This type of combat is the exact opposite of long-range combat. In close quarters, such as in a town or even within a building, you don't have a lot of time to aim before shooting.

However, at such short ranges, accuracy is not really a factor. Instead, you need a weapon that puts out a lot of firepower with some spread so you are more likely to get a hit while moving. Shotguns and submachine guns are great for close-quarters combat.

Your minimap is also an important tool, since you can see where enemies are located and set up shots for strafing arround a corner.

Your weapon will already be aimed at the target as it appears on the minimap, which saves you just enough time to have the advantage and make the kill rather than be killed. Don't foget to use grenades, which can be thrown around corners or over walls to hit enemies who think they are safe behind cover.

Engaging Fixed Weapons Positions

There are three types of fixed weapons positions—machine guns, grenade launchers, and anti-tank missile launchers. Each must be manned by a soldier in order to be used.

These weapons can be extremely deadly during combat, so it is usually a top priority to silence these weapons either by destroying them outright or at least killing the soldiers firing them.

Some machine guns have a shield to protect the gunner. However, if you take careful aim, you can often hit the gunner in the side or shoulder.

Other options include using grenades or rockets to wipe out the weapon along with the gunner. Some of these weapons also have limited firing arcs and can't turn to fire at targets in all directions.

If you can attack these guns from the flanks or sides, you can not only avoid being fired on by that weapon, but also possibly prevent the shield from protecting the gunner

Tip

Try to silence fixed weapons positions at long range. Snipers work great for this job. If you can't get a clear shot, always look for flanking opportunities.

Engaging Vehicles

Vehicles can be daunting during combat—especially when you are an infantryman on foot. However, modern soldiers have a lot of firepower they can use to destroy vehicles.

This role usually falls to the engineer kit, which carries anti-tank rocket launchers. It takes only a single rocket to destroy light vehicles. However, tanks and IFVs require at least two rocket hits for a kill.

DEMO
DEF ∞
ATT 13
Mabooza
001 6×01 / 001

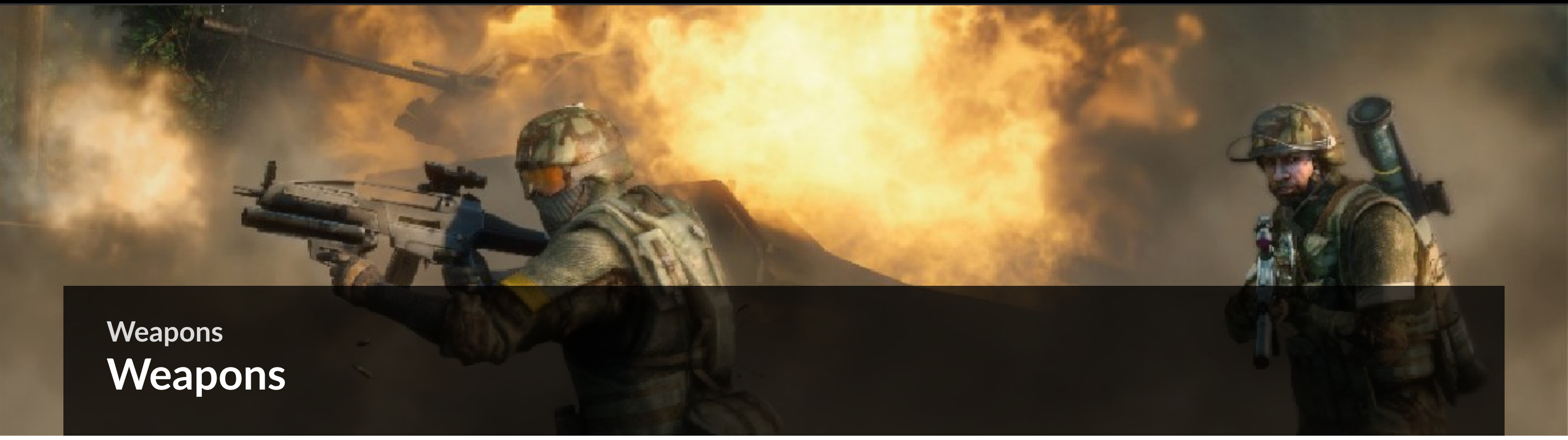
C4 (carried by the recon kit) is also very effective against vehicles, but you have to get very close to slap on a charge.

Even if you don't have those powerful weapons or gadgets, you can still stop light vehicles with small arms fire. The gunners on each of these vehicles are exposed.

Shoot them and the vehicles lose their firepower. For those who are really daring, engineers can place mines in the path of moving vehicles.

Tip

Always try to attack tanks from the rear, where their armor is the weakest. Rocket launchers are most effective, but grenade launchers can work in a pinch, too, assuming the vehicle is already heavily damaged. Of course, the best way to kill a tank is with another tank.



Weapons

Throughout the course of the single-player campaign and your multiplayer career, you have the opportunity to use a variety of weapons and equipment.

No two weapons are exactly the same, so get to know them and select ones that best reflect your style of play. In this chapter, we take an in-depth look at each weapon, gadget, and specialization, revealing the unlock criteria for each as well as helpful tactics for getting the most out of your gear.

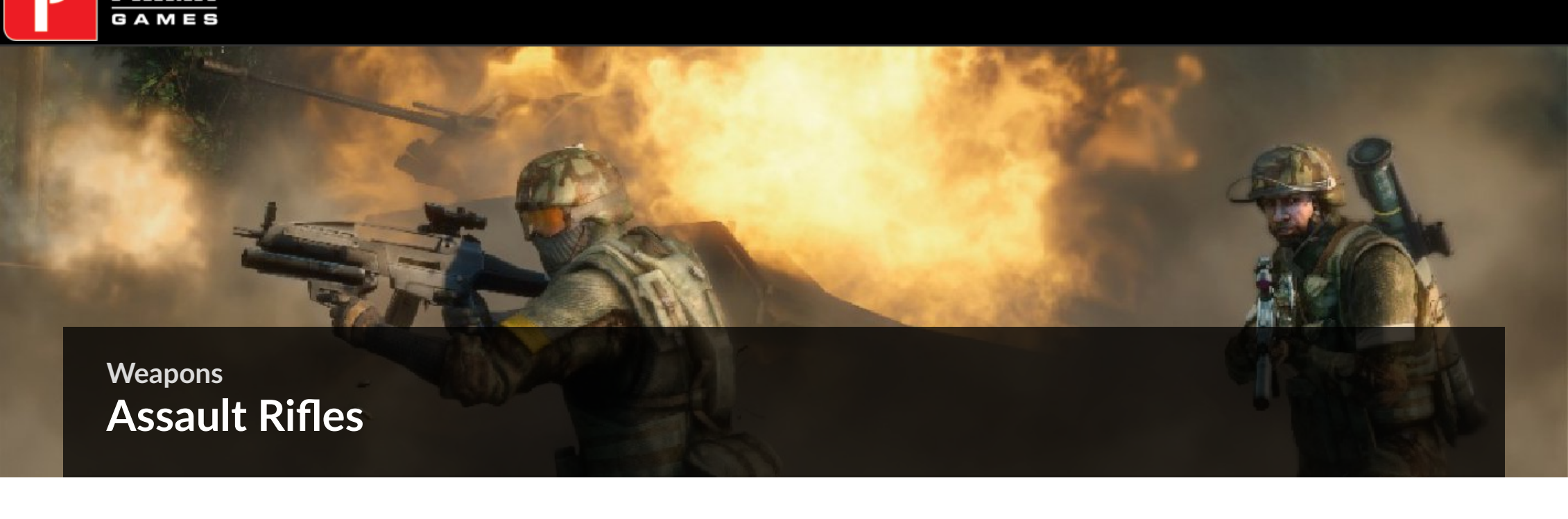
Note

Each weapon, gadget, and specialization has unique unlock criteria requiring you to earn a certain amount of points in a specific category. Here's a breakdown of the different scores:

Kit Scores: Points earned while using a specific kit build the assault, engineer, medic, and recon scores.

Vehicle Score: All points scored while in a vehicle; either driving or riding as a gunner/passenger.

Global Score: A cumulative score, adding all kit scores and the vehicle score.



Weapons

Assault Rifles

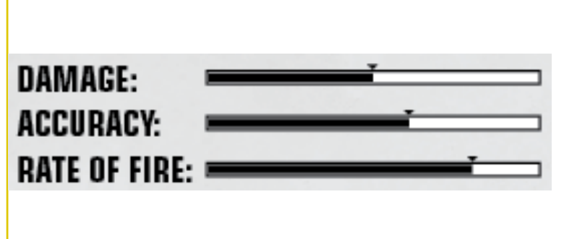
Assault rifles are the most versatile primary weapon available, useful in a variety of situations. All assault rifles come equipped with a grenade launcher, offering even more firepower capable of knocking down walls and damaging light-skinned vehicles.

During multiplayer, these rifles can only be accessed by the assault kit. Continue playing as the assault kit to boost your assault score, leading to more assault rifle unlocks. In addition to new weapons, you can also unlock weapon specializations for these rifles, attaching new launchers, sights, and scopes.

Assault Rifle Specializations:

40mm Grenade Launcher
40mm Smoke Launcher
40mm Shotgun
Red Dot Sight
4X Rifle Scope
Marksman Assault Rifle Training

AEK-971 Vintovka



Magazine Capacity: 30

Fire Mode: Automatic

MP Unlock: Assault Kit Start

Performance Summary:

800 rounds per minute

Medium Accuracy

Medium Range

Medium Power

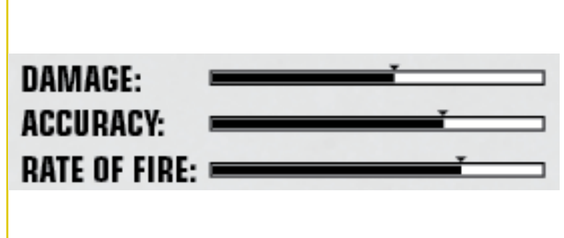
Medium Mobility

The Russian Army's gold standard, the AEK-971 assault rifle was designed to enable shooters to maintain accuracy during a high rate fire.

Field Notes

This is the standard-issue rifle for all assault kits, making it very common among new players. It's not a bad rifle; it's just not great. Although it has decent power, the recoil is rather harsh when compared to other assault rifles. Therefore, utilize short bursts in an effort to keep the weapon on target. Put in the time with this rifle to build your assault score until you can upgrade to the XM8.

XM8 Prototype



Magazine Capacity: 30

Fire Mode: Automatic

MP Unlock: 3,020 Assault Score

Performance Summary:

750 rounds per minute

Medium Accuracy

Medium Range

Medium Power

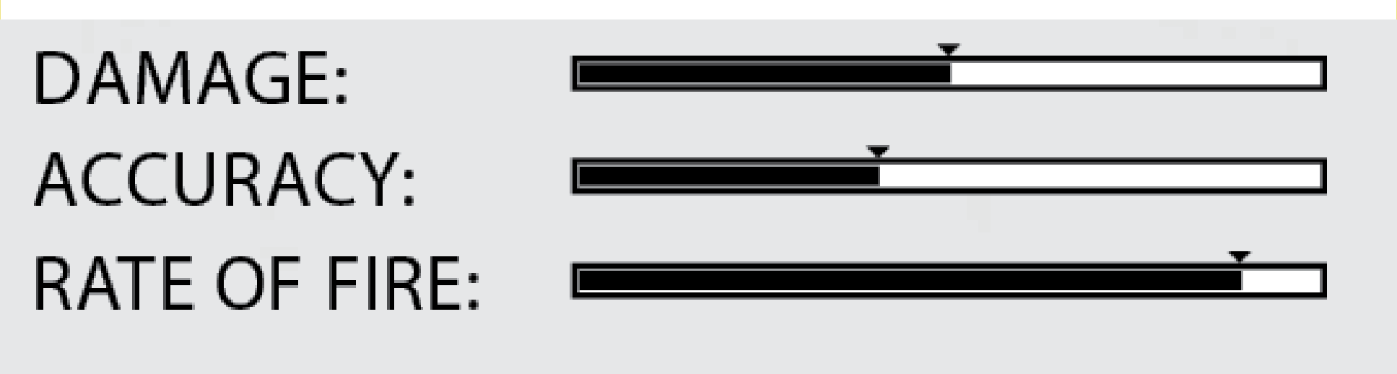
Medium Mobility

An experimental U.S. military project, the XM8 fully automatic rifle was created with a unique versatility, allowing the operator to perform quick repairs and barrel changes in a hot spot.

Field Notes

The XM8 is a favorite of many players, thanks to its well-rounded performance. It marks a significant improvement over the AEK-971 in both damage and accuracy—the lower rate of fire makes it less susceptible to recoil. Adding a red dot sight makes it easy to target opponents at both short and intermediate ranges. In short, put this rifle to use as soon as you unlock it.

F2000 Assault



Magazine Capacity: 30

Fire Mode: Automatic

MP Unlock: 8,100 Assault Score

Performance Summary:

800 rounds per minute

Low Accuracy

Medium Range

Medium Power

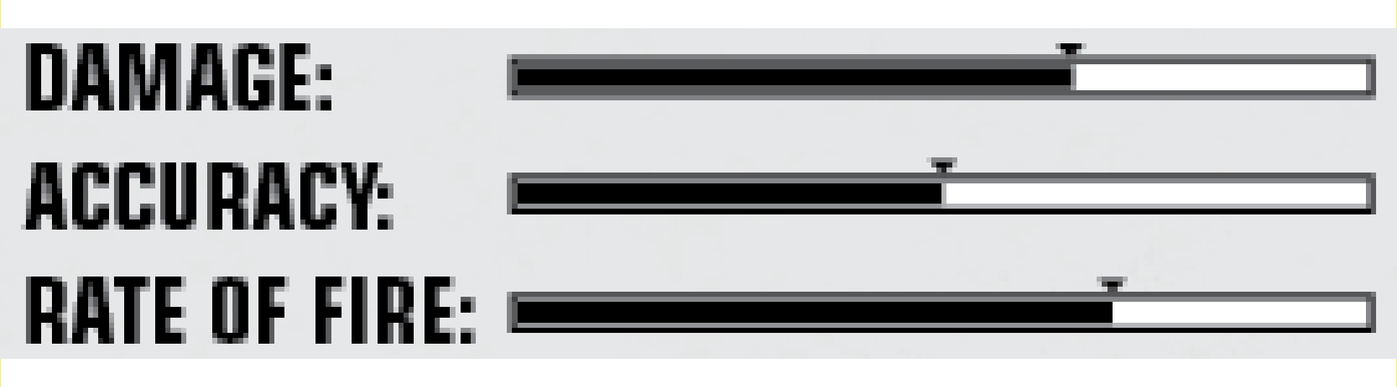
High Mobility

This fully automatic Belgian assault rifle features a bullpup layout and offers a selection of modifications ranging from scopes to grenade launcher attachments, enabling it to be tailored for any given mission or tactical situation.

Field Notes

The F2000 is a strange beast. Its compact design, limited accuracy, and blistering rate of fire gives it the feel of a submachine gun. This doesn't make it a bad choice, especially if operating in tight quarters—the high rate of fire is a welcome attribute in any point-blank duel. But if you need something with a bit more range and accuracy, choose a different rifle.

STG.77 AUG



Magazine Capacity: 30

Fire Mode: Automatic

MP Unlock: 20,200 Assault Score

Performance Summary:

800 rounds per minute

Low Accuracy

Medium Range

Medium Power

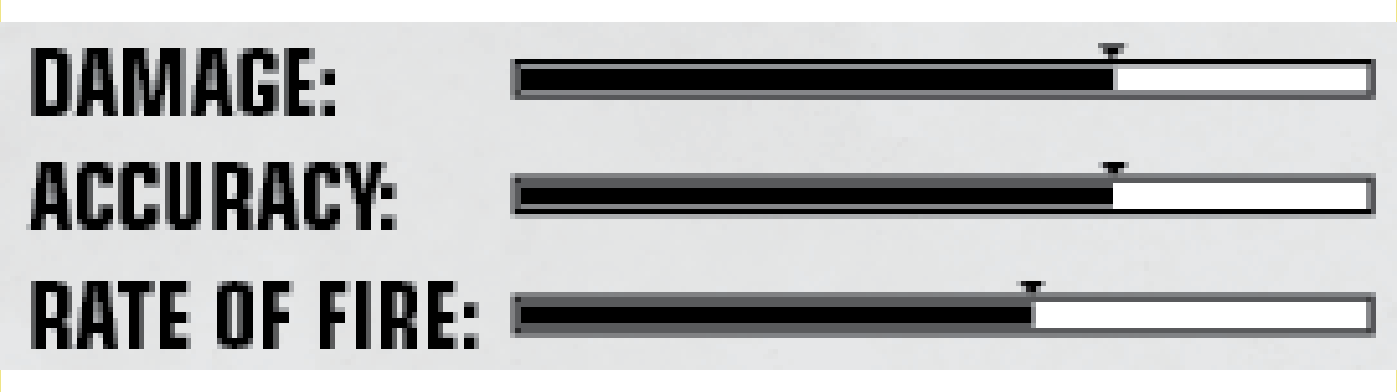
High Mobility

Possessing a high level of performance and durability, the Austrian-made fully automatic AUG bullpup assault rifle is boosted by stellar mobility, making it ideal for combat in close quarters and built-up areas.

Field Notes

The AUG has similar characteristics to the F2000, but with much better performance, particularly when it comes to stopping power. But it's still a compact assault rifle and best deployed at short and intermediate ranges. Consider equipping it when you're on guard duty watching over a control point or M-COM station.

AN-94 Abakan



Magazine Capacity: 30

Fire Mode: 2-Round Burst

MP Unlock: 28,200 Assault Score

Performance Summary:

600 rounds per minute

High Accuracy

Long Range

High Power

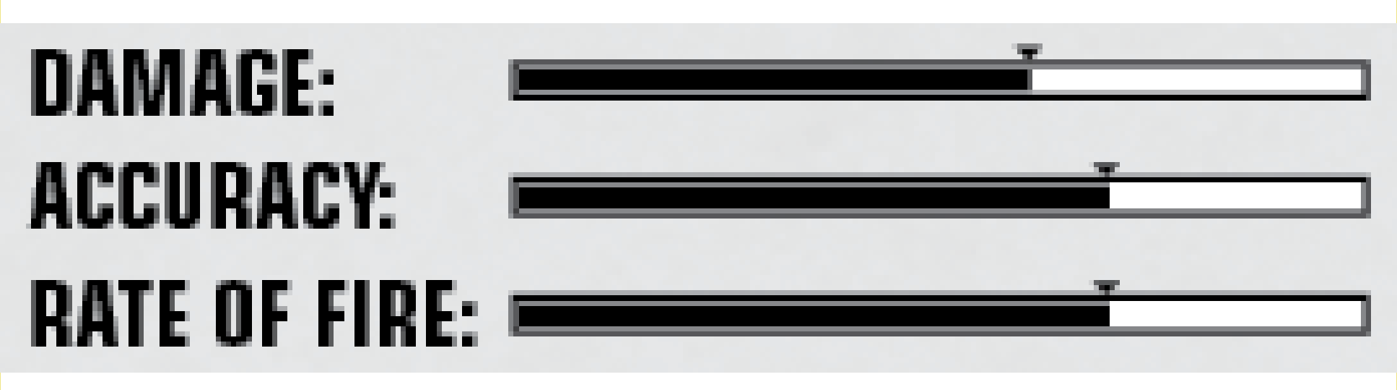
Low Mobility

This rifle is capable of putting a 2-round burst on target from 100 meters. It substantially increases lethality, stopping power, and armor penetration, making it a weapon of choice for the Russian special forces.

Field Notes

At first glance, the AN-94 is a rather unremarkable rifle. But it's easily one of the best weapons in the game. The rifle's 2-round burst minimizes recoil while conserving ammo—all it takes is a couple of quick bursts to drop most opponents. Plus, it's extremely accurate at any range. Adding the red dot sight or 4X scope makes this rifle even deadlier. Overall, a great rifle and well worth logging time with the assault kit to unlock it.

M416



Magazine Capacity: 30

Fire Mode: Automatic

MP Unlock: 35,300 Assault Score

Performance Summary:

700 rounds per minute

Medium Accuracy

Medium Range

Medium Power

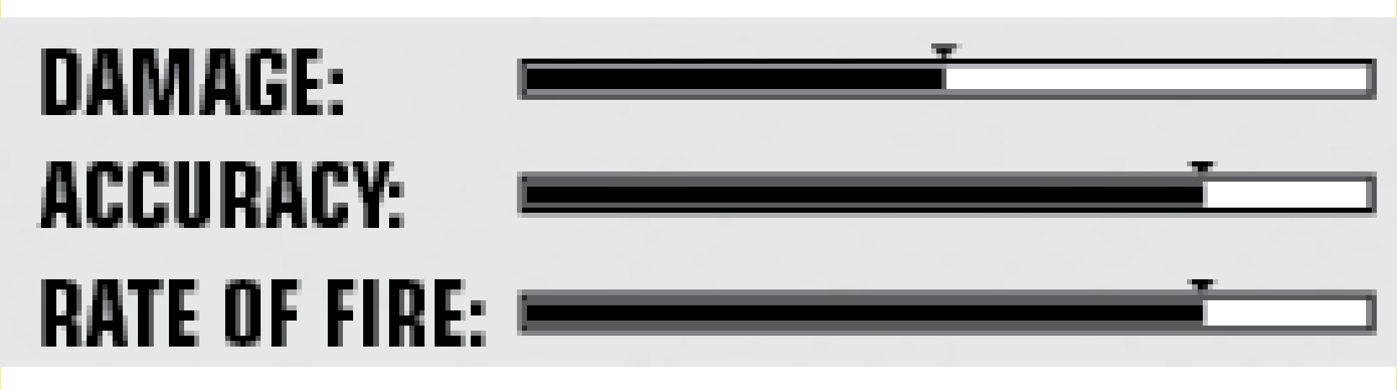
Medium Mobility

A German creation, the M416 assault rifle was built as a solution to the M4\M16 outdated weapons systems. The modifications guard against malfunctions and prolong the life of parts.

Field Notes

Of the fully automatic assault rifles, the M416 is the most well-rounded. Although it lacks the high rate of fire of some rifles in its class, this characteristic reduces recoil, making the rifle easier to control during long automatic bursts. Its compact size also makes it easy to maneuver through doorways and other tight spaces.

M16A2



Magazine Capacity: 30

Fire Mode: 3-Round Burst

MP Unlock: 47,000 Assault Score

Performance Summary:

800 rounds per minute

High Accuracy

Medium Range

Medium Power

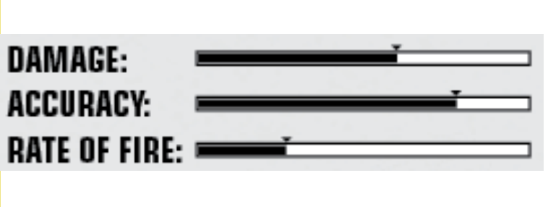
Low Mobility

The American-made M16A2 3-round burst assault rifle carries a 30-round magazine and was designed to optimize ammunition conservation, shot accuracy, and fire power.

Field Notes

If you like the AN-94, you might want to give the M16A2 a shot. Although it lacks the damage output of the AN-94, the M16A2's 3-round burst more than makes up for it. Thanks to the rifle's low recoil, it's possible to fire three rounds in a tight grouping all with one squeeze of the trigger. Add a red dot sight or 4X scope and this rifle becomes a very formidable long-range weapon.

WWII M1 Garand



Magazine Capacity: 8

Fire Mode: Semiautomatic

MP Unlock: Battlefield Veteran Status

Performance Summary:

High Accuracy

Medium Range

Medium Power

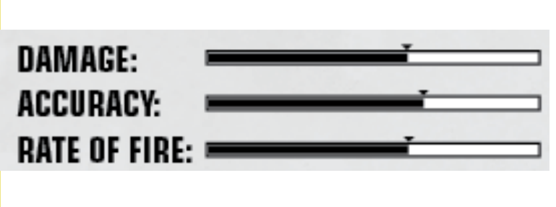
Medium Mobility

The father of the M14 assault rifle, the inaugural standard-issue semiautomatic rifle utilized by the U.S. Army in WWII. This weapon is popular due to its awesome power and accuracy from long range.

Field Notes

The M1 Garand is only available to players who participate in the Battlefield Veteran program—log in to the web site and register all your Battlefield titles to unlock this weapon. Compared to modern weapons, the M1 is a bit outdated. But it still packs a powerful punch and can engage targets at any range with near pinpoint accuracy. The rifle can be equipped by any kit once unlocked, but cannot accept the red dot sight or 4X rifle scope attachments.

M14 MOD 0 Enhanced



Magazine Capacity: 20

Fire Mode: Semiutomatic

MP Unlock: 322,800 Global Score

Performance Summary:

High Accuracy

Medium Range

Medium Power

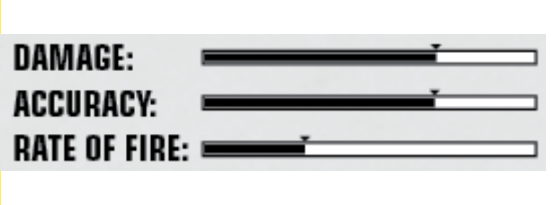
Medium Mobility

This modified version of the M14, a 20-round semiautomatic battle rifle represents a weapon tailored for carrying out designated marksman roles, augmented by the capability of telescoping stock that aids in long-range combat.

Field Notes

The M14 is a semiautomatic rifle that performs similar to the M1 Garand, but benefits from a much larger magazine. The weapon is available to all kits once unlocked, and can be fitted with the red dot sight or 4X rifle scope, making it extremely deadly at any range.

G3



Magazine Capacity: 20

Fire Mode: Automatic

MP Unlock: 405,000 Global Score

Performance Summary:

600 rounds per minute

High Accuracy

Medium Range

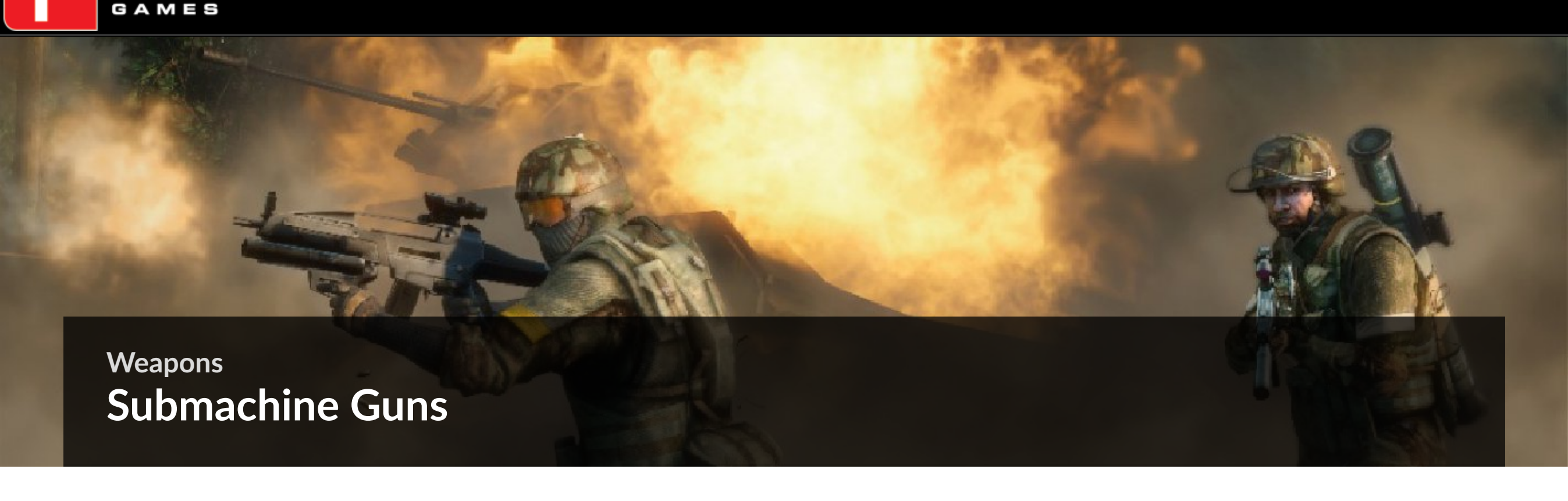
High Power

Low Mobility

Known as a "Battle Rifle" because of its 7.62mm round and heavy frame, this German weapon is capable of fully automatic fire at a rate 600 rounds per minute. The small 20-round magazine is offset by the incredible stopping power of the 7.62mm round.

Field Notes

The G3 assault rifle is available to all kits, and is the very last weapon unlock that can be acquired, but it's well worth the work. The G3 is the most powerful assault rifle available, plus it's very accurate. Although fully automatic, try to limit its rate of fire to short 2-round bursts. The rifle exhibits heavy recoil, plus it can only carry 20 rounds in its magazine.



Weapons

Submachine Guns

These compact and lightweight weapons are best deployed in close quarters due to their short range. What they lack in accuracy and damage output, they make up for in rate of fire. In multiplayer, the SMGs are the realm of the engineer kit. Keep playing as an engineer to unlock new weapons and specializations including sights, scopes, and accuracy bonuses.

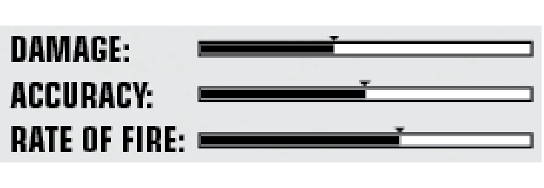
Submachine Gun Specializations:

Red Dot Sight

4X Rifle Scope

Marksman SMG Training

9A-91 Avtomat



Magazine Capacity: 20

Fire Mode: Automatic

MP Unlock: Engineer Kit Start

Performance Summary:

600 rounds per minute

High Accuracy

Short Range

Medium Power

High Mobility

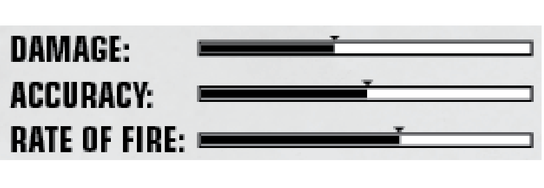
Silenced

This Russian compact carbine assault rifle is designed for high-caliber ammunition, inflicting lethal damage in close-quarter battles. High Mobility and silence capabilties make it popular among the Russian police.

Field Notes

The 9A-91 is the default primary weapon for the engineer kit, but that doesn't mean it's easy to use. The SMG suffers from rather anemic performance due in large part to its short range and small 20-round magazine. Still, it can be rather effective in close quarters, such as defending an M-COM station, but you're often better off with a shotgun than this pea shooter.

SCAR-L Carbine



Magazine Capacity: 30

Fire Mode: Automatic

MP Unlock: 2,510 Engineer Score

Per formance Summary:

600 rounds per minute

Medium Accuracy

Short Range

Medium Power

High Mobility

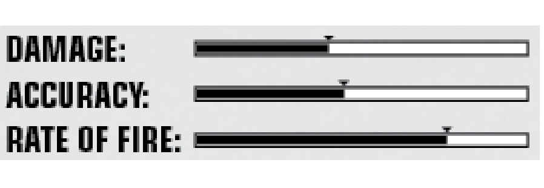
Silenced

This SCAR-Light model is designed for various barrel size modifications and is compatible with a bevy of ammunition types. The SMG's stealthy silencer and frame has made it the weapon of choice of the SOCOM forces.

Field Notes

The SCAR-L is a welcome improvement over the 9A-91, despite its nearly identical performance characteristics. This SMG benefits from a spghtly larger 30-round magazine, requiring fewer reloads. Still, it'll take nearly half of a full magazine to drop an opponent with this silent weapon.

XM8 Compact



Magazine Capacity: 30

Fire Mode: Automatic

MP Unlock: 6,500 Engineer Score

Performance Summary:

750 rounds per minute

Medium Accuracy

Short Range

Medium Power

Very High Mobility

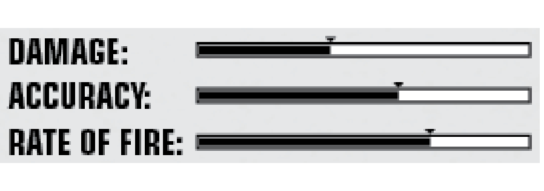
Silenced

This compact variation of the XM8 was designed in Germany for personal defense during close-quarter battles. It also boasts modularity options allowing for repairs and barrel changes.

Field Notes

Although this SMG is based on the XM8 assault rifle, it has a much shorter barrel, negatively impacting accuracy. However, its relatively high rate of fire is a nice trade-off when engaging targets at close range.

AKS-74U Krinkov



Magazine Capacity: 30

Fire Mode: Automatic

MP Unlock: 16,000 Engineer Score

Performance Summary:

750 rounds per minute

Medium Accuracy

Short Range

Medium Power

High Mobility

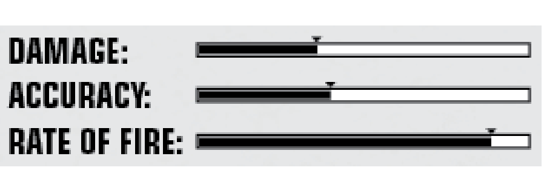
Silenced

Adopted by the Red Army, this fully automatic carbine rifle was designed primarily for use with special forces, such as the airborne infantry and rear echelon support groups because of its considerable maneuverabilty.

Field Notes

The AKS-74U is one of the most well-rounded SMGs available thanks to its high rate of fire and dampened recoil. Compared to the other weapons in its class, this SMG is easy to keep on target, even during long automatic bursts. It also has decent stopping power, making it a good choice for any engineer.

Uzi



Magazine Capacity: 32

Fire Mode: Automatic

MP Unlock: 25,600 Engineer Score

Performance Summary:

900 rounds per minute

Low Accuracy

Short Range

Low Power

Very High Mobility

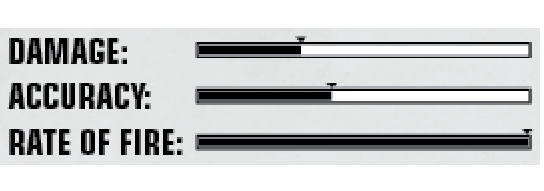
Silenced

This legendary Israeli submachine gun was designed for personal defense, proving to be very effective in securing confined areas. It's a reliable choice among countless ground forces.

Field Notes

If you're wiiling to sacrifice power and accuracy for a very high rate of fire, the Uzi isn't a bad choice. This is little more than an automatic pistol, which makes it great for maneuvering in tight quarters. But it is hard to control when firing more than a 2- or 3-round burst, so go easy on the trigger when engaging targets beyond point-blank range.

PP-2000 Avtomat



Magazine Capacity: 40

Fire Mode: Automatic

MP Unlock: 32,000 Engineer Score

Performance Summary:

1,000 rounds per minute

Low Accuracy

Short Range

Very Low Power

Very High Mobility

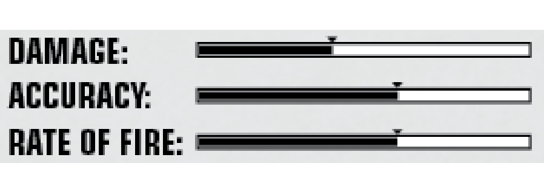
Silenced

This modern submachine gun has the unique ability to store a 40-round magazine at the rear where it also functions as a stock. Designed for personal defense and close-quarter combat, it is often used by SWAT teams.

Field Notes

The PP-2000 performs similar to the Uzi, but with an even higher rate of fire and improved accuracy. This more than offsets the low damage output, allowing the weapon to spit out a steady stream of bullets with minimal recoil. The SMG also has the largest magazine capacity in its class. Overall, this is a very nice weapon.

UMP-45



Magazine Capacity: 25

Fire Mode: Automatic

MP Unlock: 42,600 Engineer Score

Performance Summary:

600 rounds per minute

Medium Accuracy

Short Range

Medium Power

Very High Mobility

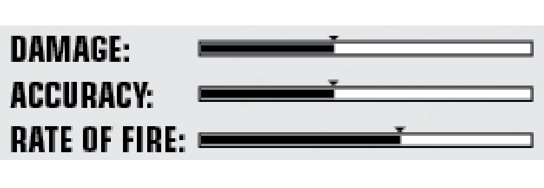
Silenced

This German-built 25-round fully automatic submachine gun is noted for its versatipty, optimal Mobility, and silencer, making it a suitable choice for ground forces engaged in close-quarters combat.

Field Notes

If you're looking for balance, the UMP-45 is hard to beat. It doesn't have a blazing rate of fire, but it is very accurate with impressive stopping power. However, this comes at a price. Due to the weapon's large .45 caliber rounds, only 25 rounds fit in the magazine. So keep an eye on the ammo count and make a habit of reloading after each engagement.

WWII M1A1 Thompson



Magazine Capacity: 30

Fire Mode: Automatic

MP Unlock: 118,500 Global Score

Performance Summary:

600 rounds per minute

Medium Accuracy

Short Range

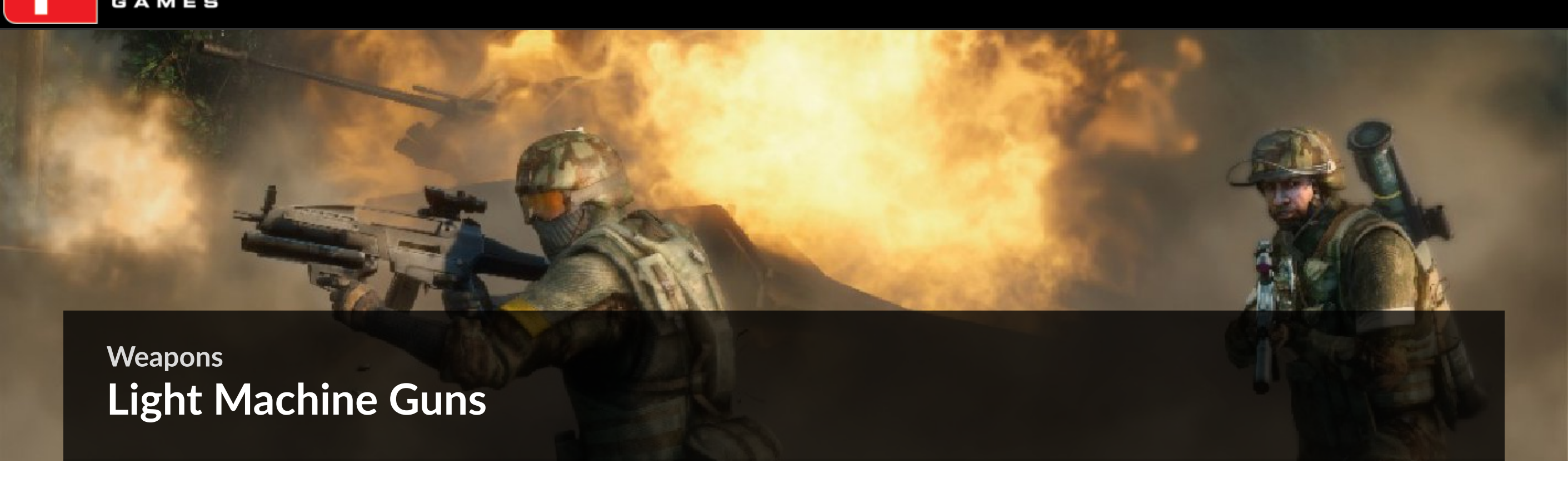
Medium Power

High Mobility

The new installment of the Tommy Gun, this 30-round fully automatic submachine gun was adopted by the U.S. Army and the alpes in WWII. It possesses a .45 caliber stopping power complimented by firing 600 rounds per minute and a notably mobile frame.

Field Notes

This is the only SMG available to all kits, and it's not a bad choice for recon or medic players seeking a bit more versatility in close combat. However, the weapon suffers from rather harsh recoil, making it difficult to keep on-target during prolonged automatic bursts. Unlike the other SMGs, it can't be fitted with the red dot sight or 4X rifle scopes.



Weapons

Light Machine Guns

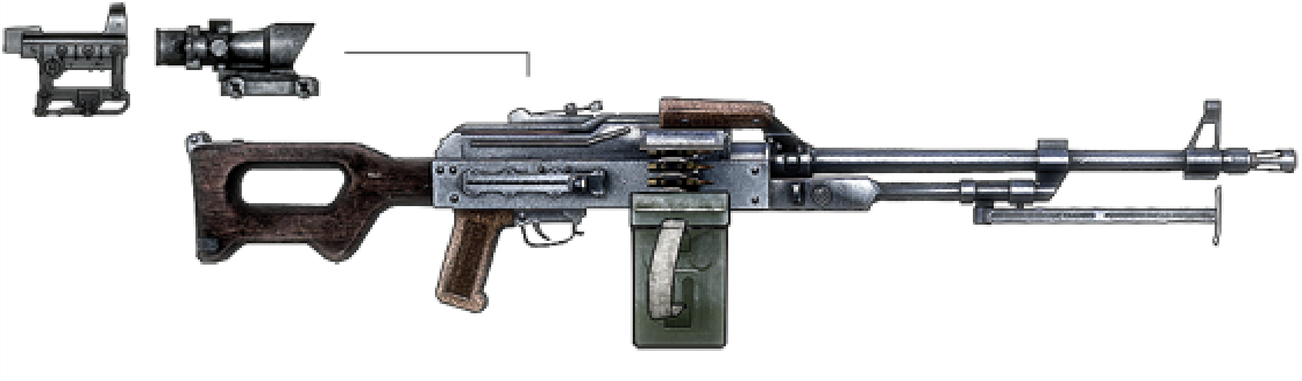
When it comes to laying down high volumes of fire, few weapons are as effective as the light machine guns. Thanks to their large magazine capacities and high rates of fire, these hulking weapons can fire long bursts of automatic fire, sending your opponents diving for cover.

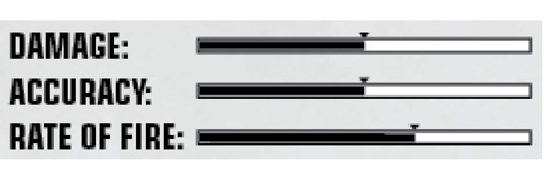
This is the medic kit's primary weapon during multiplayer matches. Continue playing as the medic to unlock new weapons as well as light machine gun-based specializations.

Light Machine Gun Specializations:

Red Dot Sight
4X Rifle Scope
Marksman LMG Training

PKM LMG





Magazine Capacity: 100

Fire Mode: Automatic

MP Unlock: Medic Kit Start

Performance Summary:

650 rounds per minute

Medium Accuracy

Long Range

Medium Power

Low Mobility

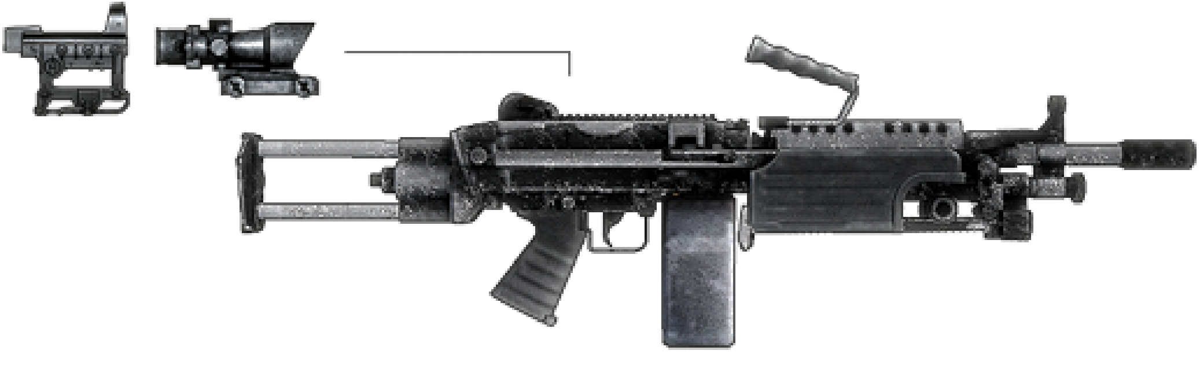
Medium Recoil

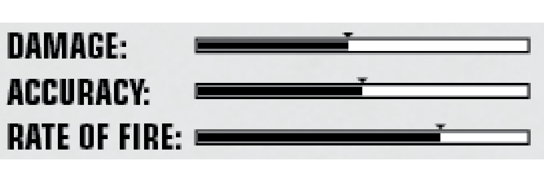
Russian general-purpose machine gun adopted worldwide for its rugged operation and reliability. With a high rate of fire and 7.62x54mmR rounds, it provides excellent long-range capability.

Field Notes

As the introductory primary weapon for the medic's kit, this light machine gun gets the job done and should serve you well—at least until you can unlock something better. Overall, it's a fairly balanced weapon with decent damage output and accuracy. However, recoil can be an issue, so go easy on the trigger. Also, like most light machine guns, it can take a long time to reload this weapon, so make sure you seek cover before loading a fresh box magazine.

M249 SAW





Magazine Capacity: 200

Fire Mode: Automatic

MP Unlock: 3,340 Medic Score

Performance Summary:

800 rounds per minute

Medium Accuracy

Long Range

Medium Power

Low Mobility

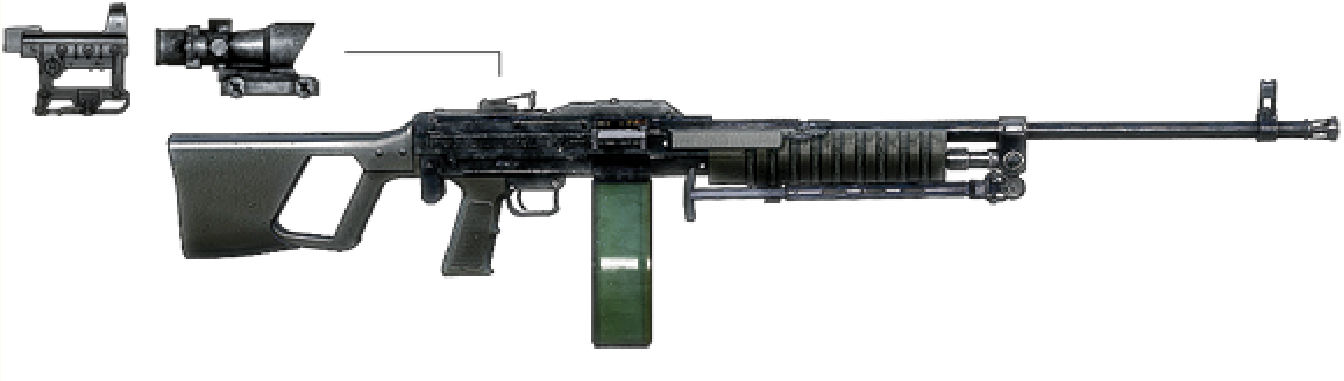
Medium Recoil

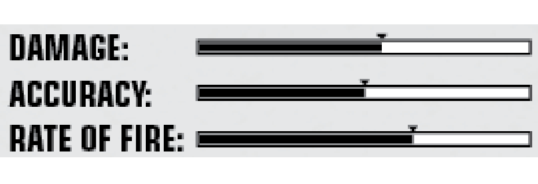
This Belgian-made belt-fed light machine gun is extremely reliable and easy to operate. Its high cyclic rate provides exceptional rounds on target. Serving over 43 countries, the M249 has become the U.S. Armed Forces standard-issue light machine gun.

Field Notes

The M249 is a nice upgrade over the PKM, featuring a larger magazine capacity (200 rounds total) and an impressive rate of fire at a blistering 800 rounds per minute. Despite the high rate of fire, the weapon is relatively easy to control during lengthy automatic bursts. The weapon's rate of fire helps offset its otherwise mediocre damage output.

Type 88 LMG





Magazine Capacity: 200

Fire Mode: Automatic

MP Unlock: 8,600 Medic Score

Performance Summary:

650 rounds per minute

Medium Accuracy

Long Range

Medium Power

Low Mobility

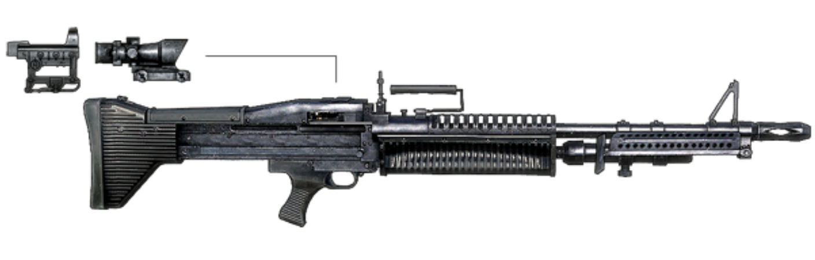
High Recoil

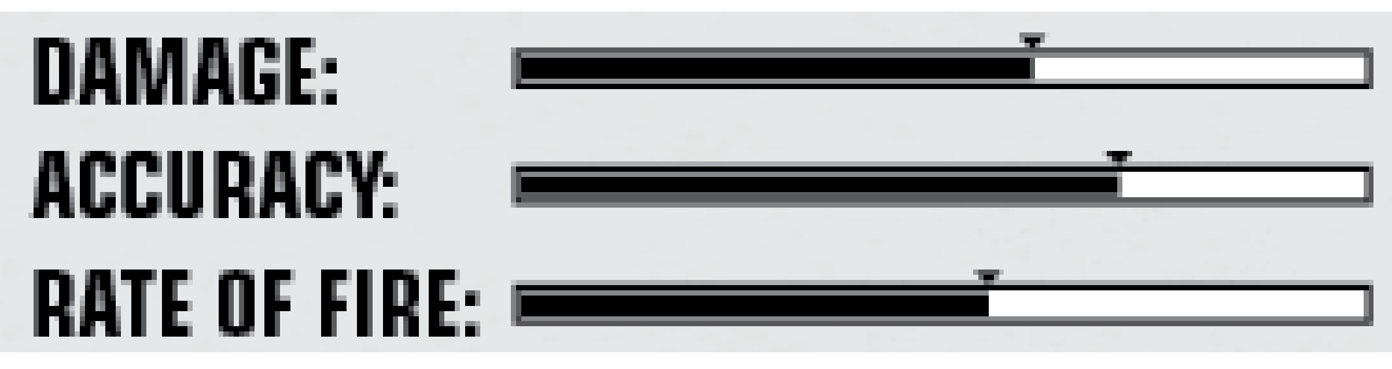
New generation 5.8mm Chinese light machine gun. Heavier than many of its competitors, the Type 88 (also known as QJY88) is a gas-operated, air-cooled full automatic LMG with a cyclic rate of 650 rounds per minute.

Field Notes

The Chinese Type 88 LMG is one of the most powerful light machine guns available, making it a nice choice once it's unlocked. But this power comes with several drawbacks. It's a huge weapon, difficult to maneuver in tight spaces. Furthermore, it suffers from heavy recoil, causing the weapon to buck wildly during prolonged automatic bursts. Still, if you can control it, it's a very deadly weapon.

M60 LMG





Magazine Capacity: 100

Fire Mode: Automatic

MP Unlock: 24,700 Medic Score

Performance Summary:

550 rounds per minute

High Accuracy

Long Range

High Power

Low Mobility

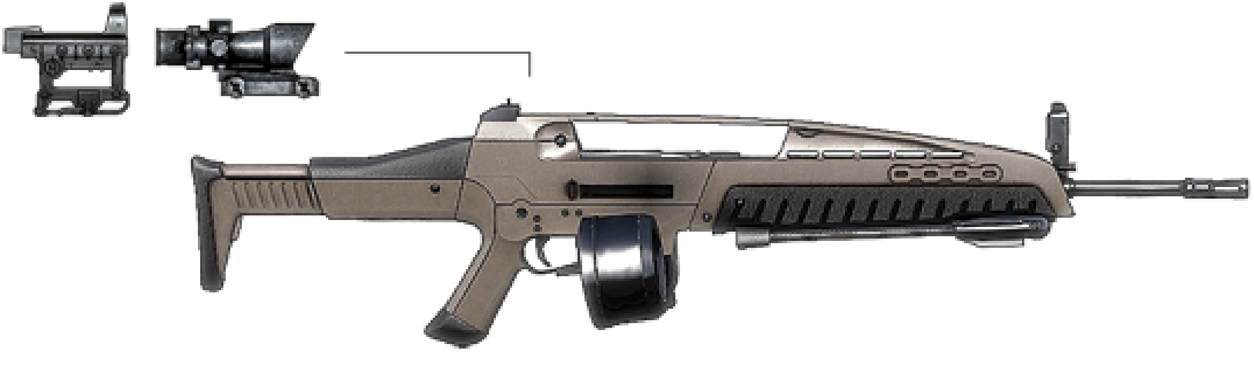
High Recoil

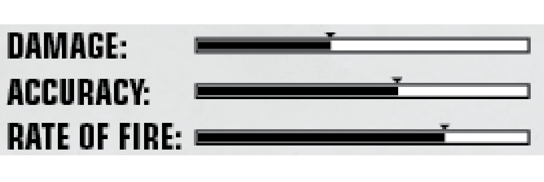
Utilizing design elements from the WWII-era MG42, the M60 was introduced in 1957 and has been the workhorse of every branch of the U.S. military. It has gone through several modifications throughout its service life, but is slowly being phased out by the M249.

Field Notes

The M60 is the most powerful light machine gun, but it also has the slowest rate of fire. like the Type 88 LMG, it's a very large weapon susceptible to harsh recoil. But when fired in short, controlled bursts, the weapon is quite accurate, even at long range. Another down side to this weapon is its relatively small magazine capacity, requiring frequent reloads.

XM8 LMG





Magazine Capacity: 100

Fire Mode: Automatic

MP Unlock: 33,900 Medic Score

Performance Summary:

750 rounds per minute

Medium Accuracy

Medium Range

Medium Power

Medium Mobility

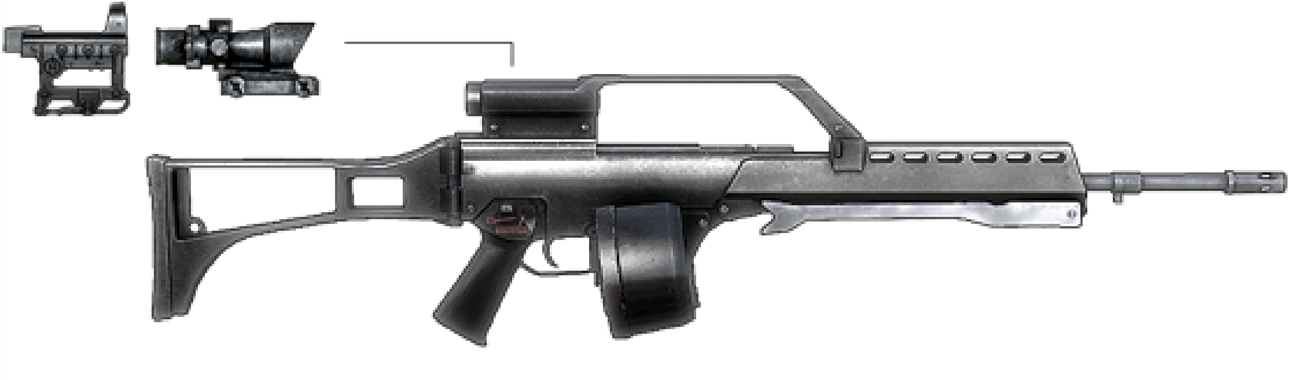
Medium Recoil

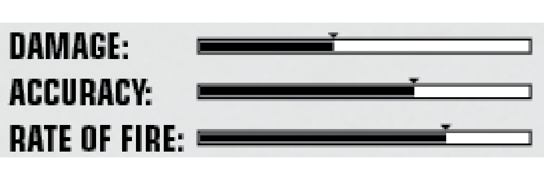
An LMG version of the XM8 modular assault rifle, it's capable of firing 750 rounds/minute. Equipped with a dual drum 100-round magazine, a folding bipod, and built in scope, this LMG fills the tactical gap between assault rifles and heavy machine guns.

Field Notes

This is little more than a longer version of the XM8 assault rifle fitted with a larger magazine. As a result, it performs closer to an assault rifle than a light machine gun, making it a versatile weapon in both offensive and defensive operations. Compared to its counterparts, it's a bit underpowered and best deployed at intermediate ranges. The drum magazine is also faster to reload than the belt-fed LMGs in this class.

MG36





Magazine Capacity: 100

Fire Mode: Automatic

MP Unlock: 42,400 Medic Score

Performance Summary:

750 rounds per minute

Medium Accuracy

Medium Range

Medium Power

Medium Mobility

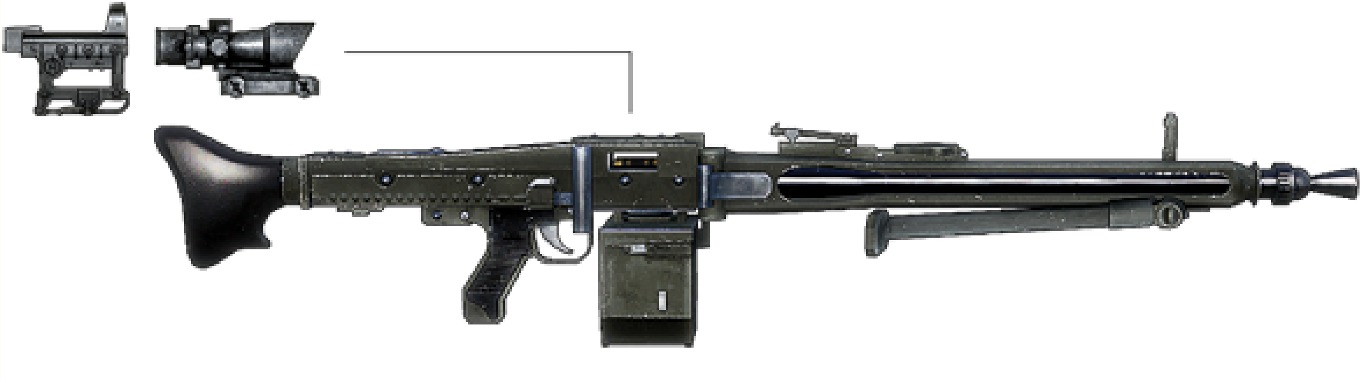
Medium Recoil

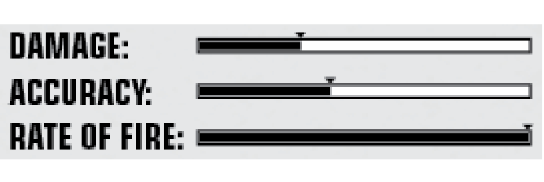
A modified G36 equipped with heavier barrel, bipod, and dual drum 100-round magazine. This LMG fills the tactical needs when a heavy machine gun is impractical. It places added firepower into an infantry gun team when mission objectives require fast Mobility.

Field Notes

The MG36 is very similar to the XM8 LMG, thanks in large part to its assault rifle origins. The weapon sports a slightly magnified red dot sight, allowing for easy target acquisition. It also possesses decent damage output, accuracy, and range, making it one of the most balanced light machine guns available. Like the XM8 LMG, it uses a dual drum magazine, minimizing reload times—an absolute lifesaver during intense firefights.

MG3





Magazine Capacity: 100

Fire Mode: Automatic

MP Unlock: 56,500 Medic Score

Performance Summary:

1,000 rounds per minute

Low Accuracy

Medium Range

Low Power

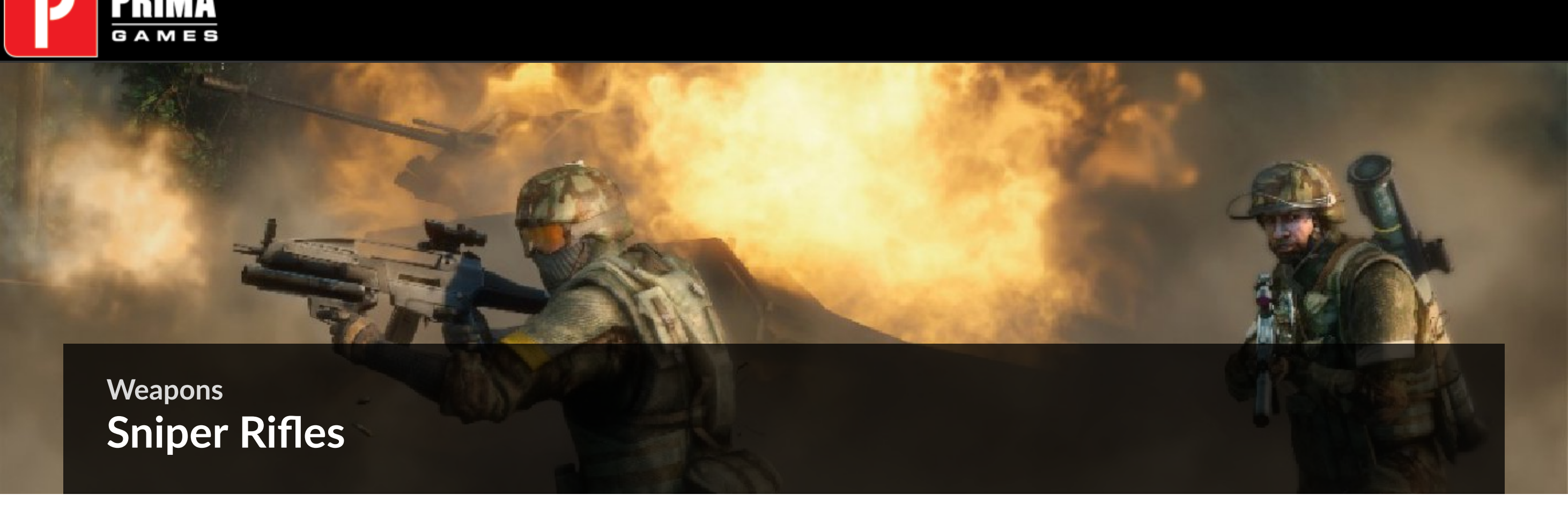
Medium Mobility

Low Recoil

A modern version of the WWII MG42, the MG3 serves over 20 countries because of its simple design and excellent battlefield performance. Firing 1,000 rounds per minute, the MG3 is an incredible force multiplier.

Field Notes

The MG3 is the high performance trophy for unlocking all the medic kit's weapons—and it's quite a prize. This weapon boasts the highest rate of fire, making it absolutely deadly when fired from a stable position. A quick burst from this bad boy is all it takes to down any opponent. It can also do a number on light-skinned vehicles. But it's not very accurate, particularly when fired from the hip, so always take a knee and use the weapon's sight (or scope) before squeezing the trigger. Furthermore, watch the ammo count, because those 100 rounds dry up fast.



Weapons

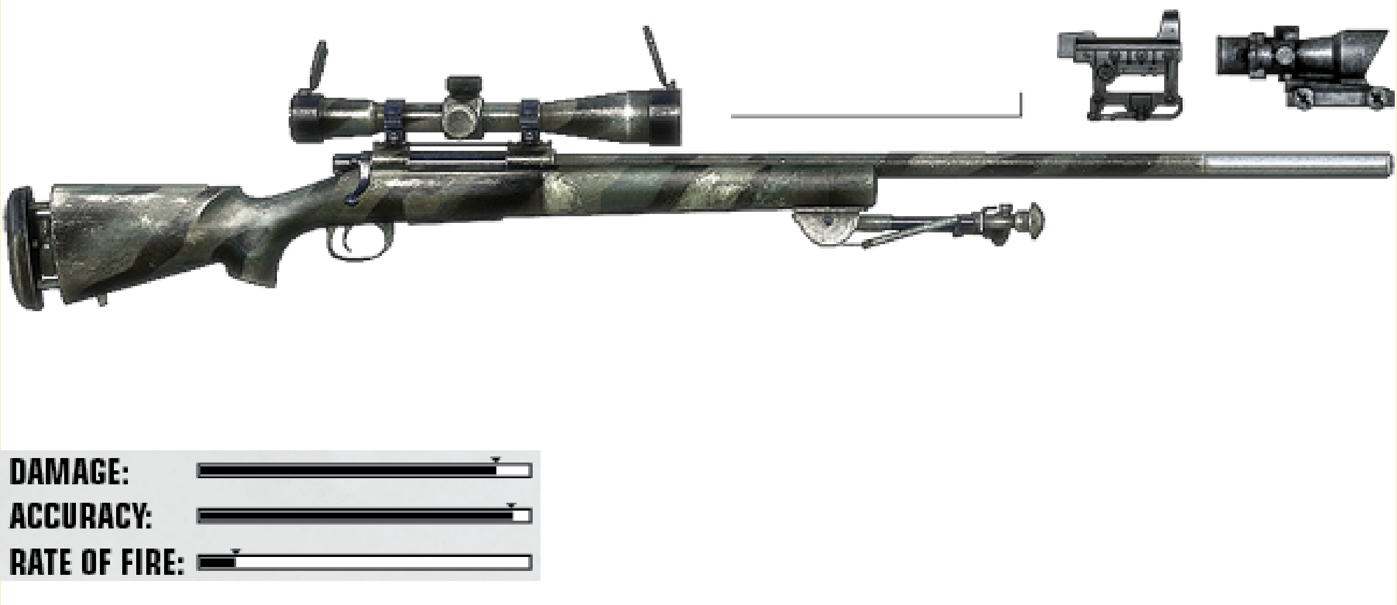
Sniper Rifles

If you prefer engaging enemies at extreme distances, the sniper rifles are the choices for you. These are the most powerful and accurate weapons available, but they also require the most skill and patience to master. In multiplayer, sniper rifles are only available to the recon kit. So rack up your recon score to unlock new sniper rifles and their associated specializations.

Sniper Rifle Speciapzations:

Red Dot Sight
4X Rifle Scope
12X High-Power Scope
Sniper Spotting Scope

M24 Sniper



Magazine Capacity: 5

Fire Mode: Bolt Action

MP Unlock: Recon Kit Start

Performance Summary:

Extremely Accurate

Very Long Range

High Power

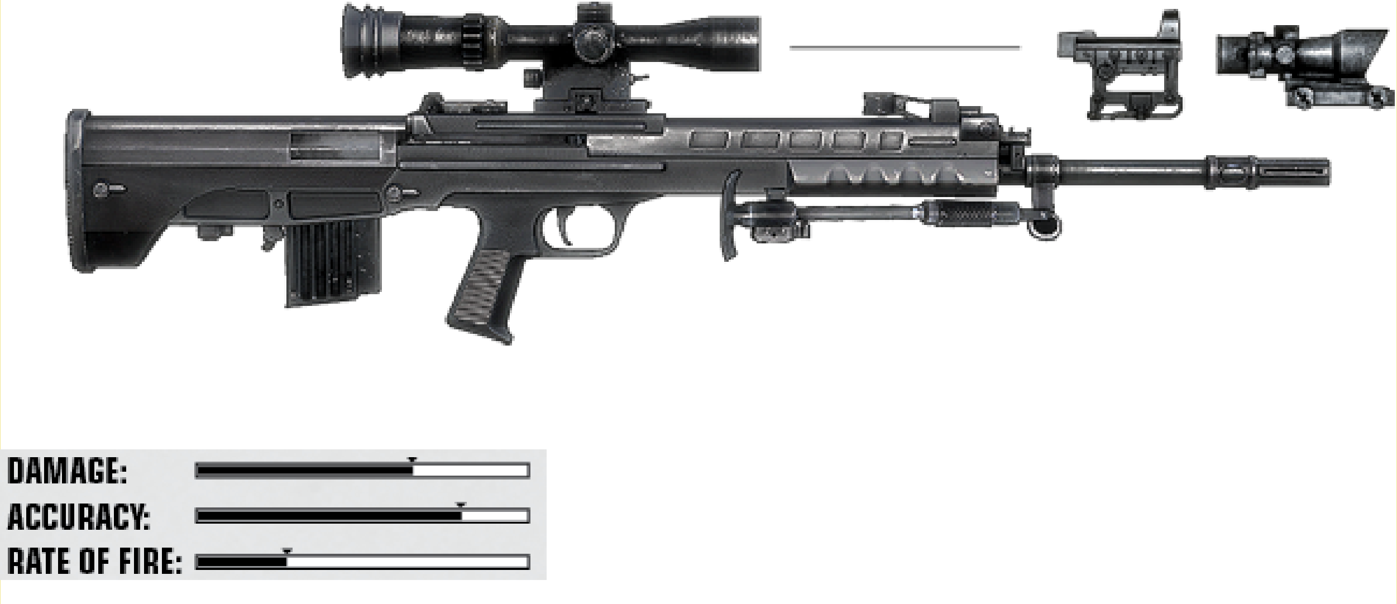
Very Low Mobility

Originally designed to use the .3006 Magnum cartridge, the rifle was eventually re-chambered to use the 7.62mm NATO round. This did not detract from the range or the stopping power, however, as the M24 still proves popular with sniper teams around the world.

Field Notes

In the hands of an experienced shooter, the M24 is one of the very best sniper rifles available. But novice snipers may wish for something with a higher rate of fire. Like all bolt-action rifles, on the M24, the bolt must be retracted after each shot to load a fresh round, causing the shooter to pull away from the scope and possibly lose track of the target. But if you can score consistent headshots with this weapon, there's no need to track the target.

Type 88 Sniper



Magazine Capacity: 10

Fire Mode: Semiautomatic

MP Unlock: 2,190 Recon Score

Performance Summary:

Medium Accuracy

Long Range

Medium Power

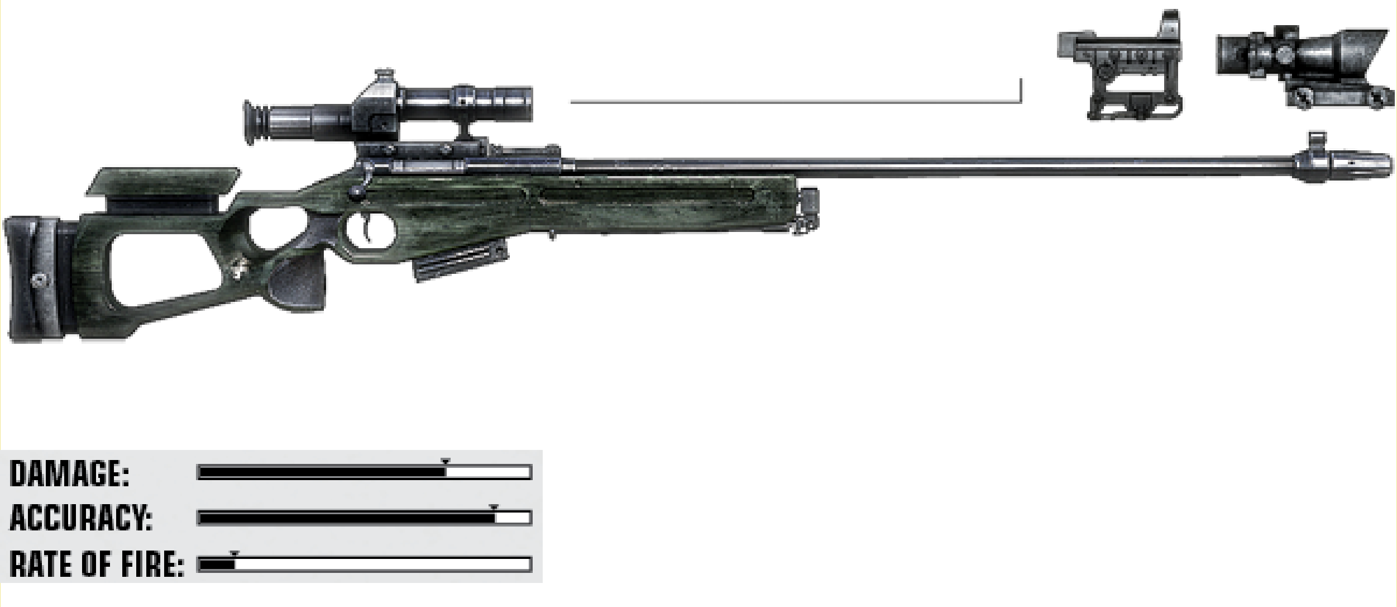
Low Mobility

The Type 88 is a new generation Chinese semiautomatic bullpup rifle used as a marksman weapon rather than a sniper rifle. It is intended to engage targets beyond assault rifle range.

Field Notes

If the M24 is too frustrating, give the Type 88 a shot. This semiautomatic sniper rifle allows the shooter to fire up to 10 consecutive rounds, all while peering through the scope. But it's also less powerful and less accurate than the M24, often requiring more shots to down a single target. Each shot fired could compromise your position, so make each shot count by aiming for headshots.

SV98 Snaiperskaya



Magazine Capacity: 10

Fire Mode: Bolt Action

MP Unlock: 5,900 Recon Score

Performance Summary:

Medium Accuracy

Long Range

Medium Power

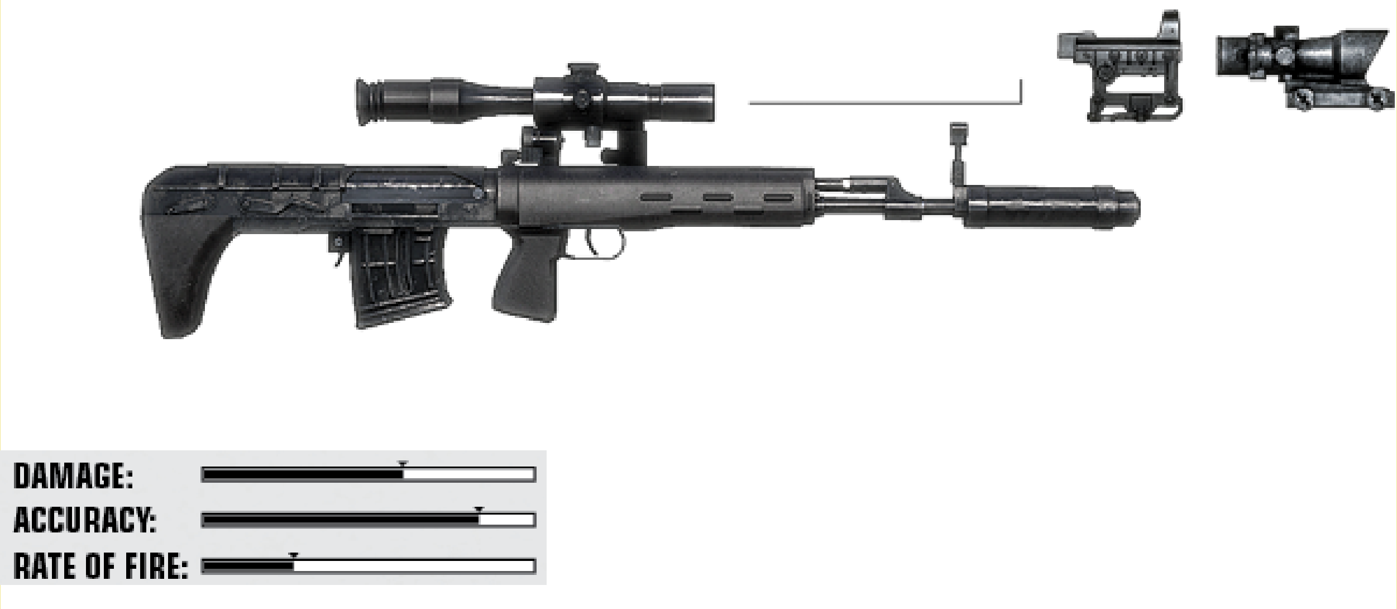
Low Mobility

An ambidextrous bolt-action rifle capable of neutralizing targets up to a range of 1,000 meters, the SV98 was designed to allow various optical system configurations. It is popular with Russian police and anti-terrorist units.

Field Notes

For a bolt-action rifle, the SV98 has relatively modest stats when compared to its counterparts, the M24 in particular. But some players find the rifle's unique scope useful for gauging ranges. The rifle also sports a relatively large 10-round magazine, requiring less frequent reloads than the M24

SVU Snaiperskaya Short



Magazine Capacity: 10

Fire Mode: Semiautomatic

MP Unlock: 14,700 Recon Score

Performance Summary:

Medium Accuracy

Long Range

Medium Power

Low Mobility

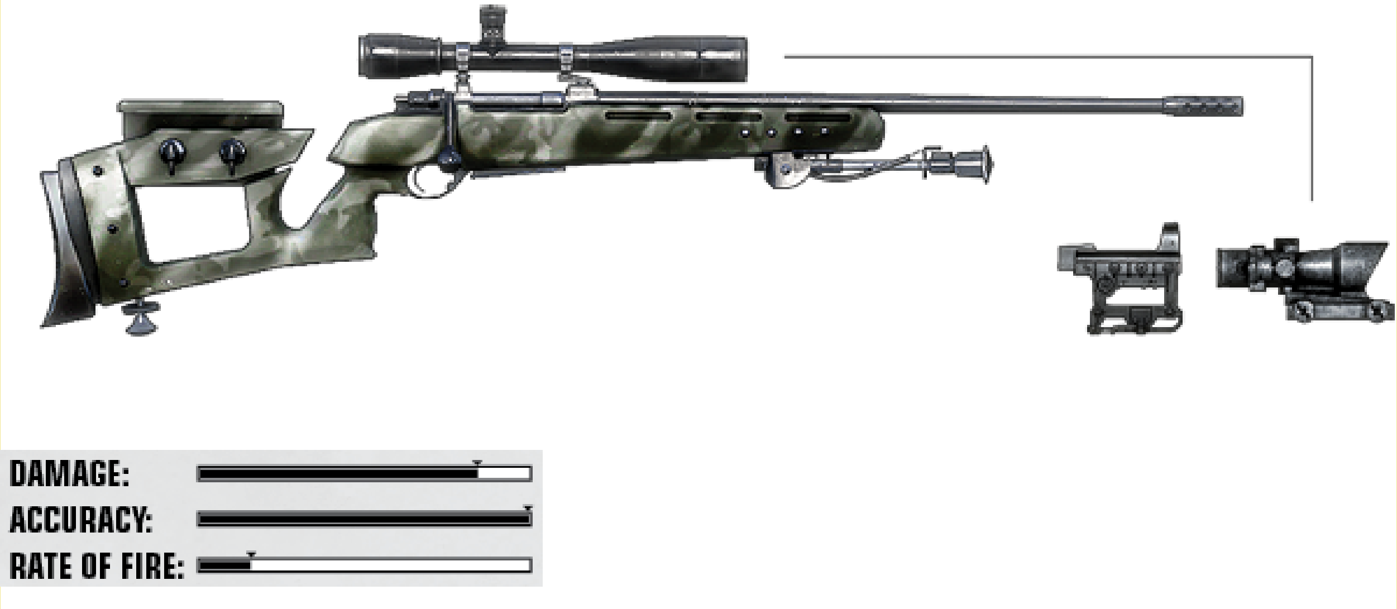
Silenced

Sacrificing stopping power and accuracy, the SVU's bullpup design is based on the Dragonov SVD. It comes standard with a suppressor and backup iron sights. The SVU was originally designed for Russian airborne but was adopted by police forces for urban operations.

Field Notes

As a semiautomatic sniper rifle, the SVU is very similar to the Type 88 Sniper but with slightly higher damage output and improved accuracy. Plus, the weapon is fitted with a suppressor, making it much easier to conceal your position. So if you like semiautomatic sniper rifles, this one is hard to beat.

GOL Sniper Magnum



Magazine Capacity: 5

Fire Mode: Bolt Action

MP Unlock: 20,500 Recon Score

Performance Summary:

Extremely Accurate

Very Long Range

High Power

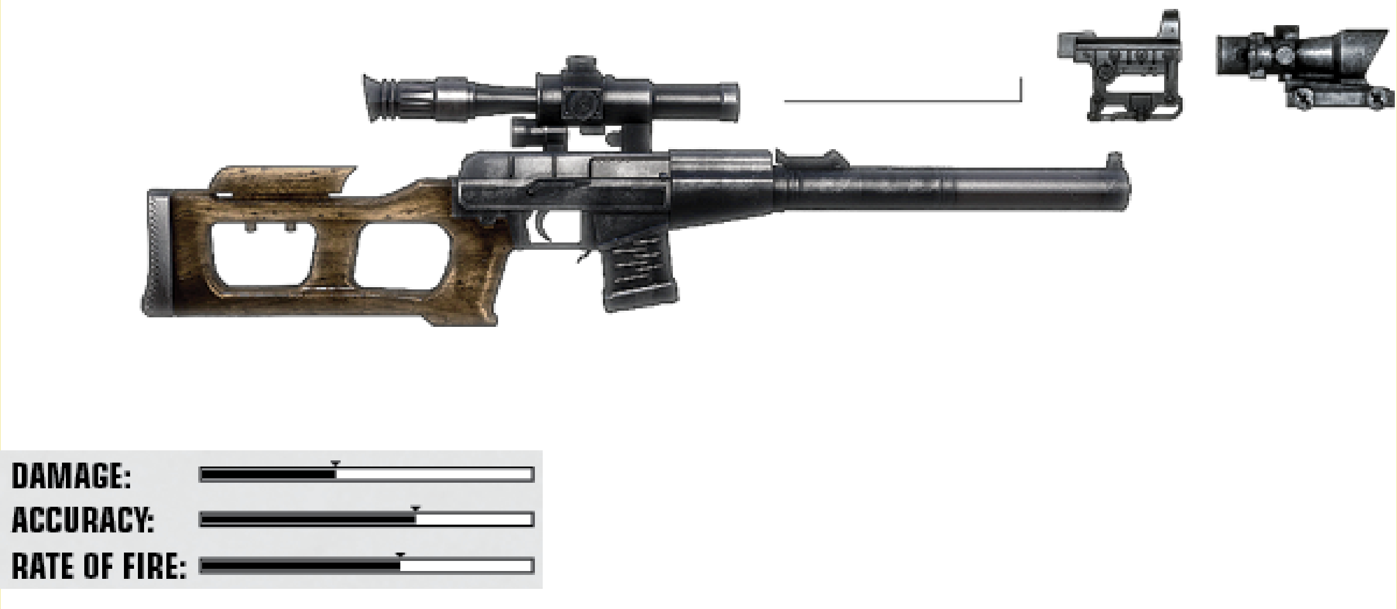
Very Low Mobility

With outstanding accuracy and reliability, this rifle provides exceptional performance in difficult operational situations. Its extremely long range and pinpoint accuracy makes it the rifle of choice with German police agencies and counterterrorist teams.

Field Notes

The GOL is another powerful bolt-action sniper rifle. Although not quite as powerful as the M24, the GOL makes up for it with pinpoint accuracy at any range. Equip this rifle on large open maps with long sight lines and pick off your opponents at extreme ranges. Adding the powerful 12X high-power scope to this rifle makes it an unparalleled long-range killer.

VSS Snaiperskaya Special



Magazine Capacity: 20

Fire Mode: Automatic

MP Unlock: 25,700 Recon Score

Performance Summary:

Medium Accuracy

Medium Range

Low Power

Medium Mobility

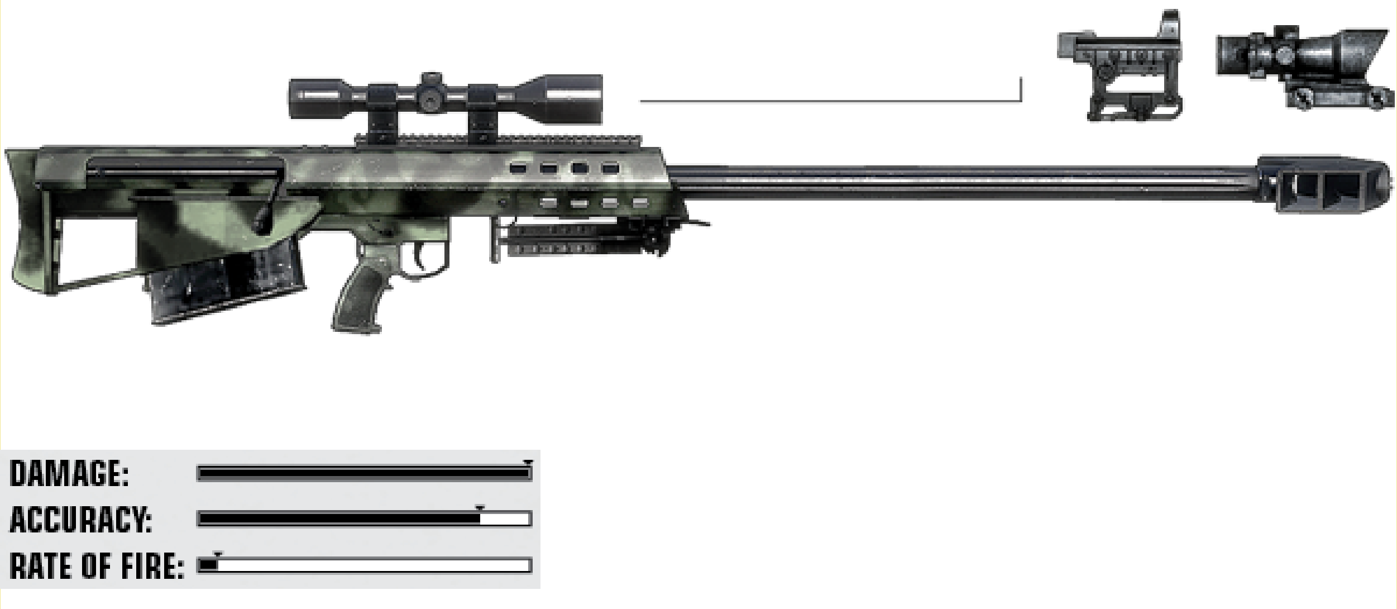
Silenced

Specifically designed for special operations, the VSS is compact, silenced, and chambered to use subsonic 9mm ammunition. The round differs from standard 9mm in that it delivers more energy and penetrating capabipty up to a range of 400 meters.

Field Notes

Instead of a sniper rifle, think of the VSS as a silenced assault rifle with a very small magazine. This is the only weapon in the sniper rifle class with fully automatic functionapty. But don't get your hopes up. The weapon inflicts very little damage and is only effective at intermediate ranges. Still, the rifle can be a nice squad support weapon. Use it to cover your team from a distance as they advance on a control point or M-COM station, or silently pick off opponents while on defense. Always go for a headshot to maximize damage, otherwise you may have to empty an entire magazine into a target before they slump to the ground.

M95 Sniper



Magazine Capacity: 5

Fire Mode: Bolt Action

MP Unlock: 34,200 Recon Score

Performance Summary:

High Accuracy

Extreme Range

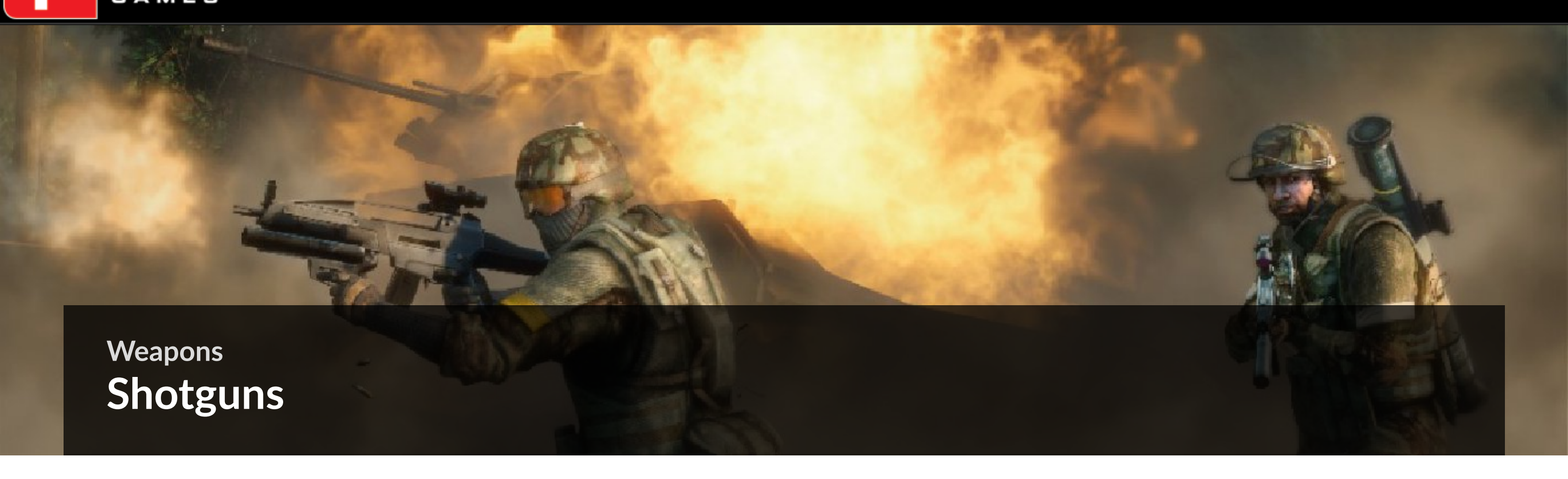
Extreme Power

Very Low Mobility

A bolt-action variant of the semiautomatic M82A1, the M95's bullpup layout reduces size but maintains overall barrel length. Its primary roles are anti-material and counter-sniper operations.

Field Notes

The M95 is the final weapon unlock in the recon kit and it's well worth the wait. This massive bolt-action rifle is the most powerful firearm in the game, but it takes great skill and patience to make the most of its deadly features. Despite its high damage output, it still takes a headshot to drop an opponent at full health. However, a shot to the chest (or anywhere else) severely wounds the target, making it easy for a squadmate to pick them off. Although not as accurate as the GOL, the M95 is still very effective at long range. Attach the 12X high-power scope for extreme long-range engagements.



Weapons

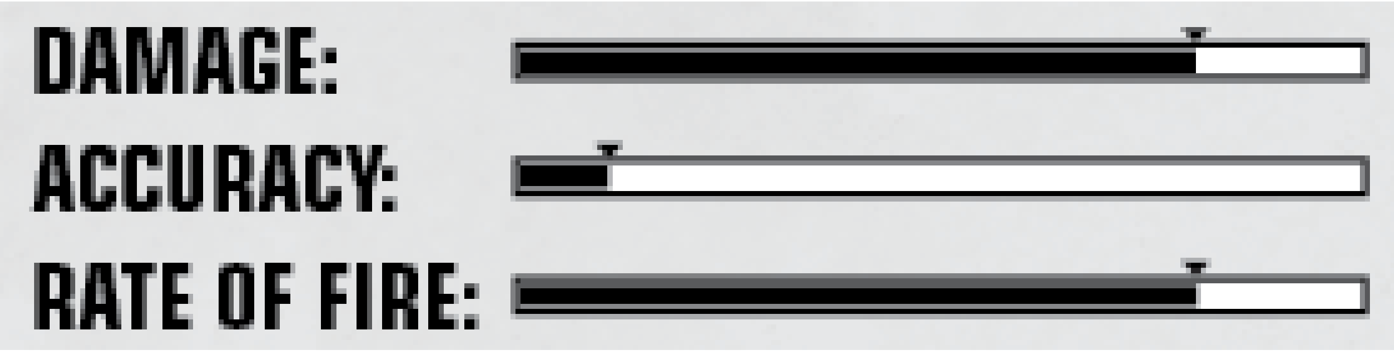
Shotguns

Nobody misses with a shotgun. Although these weapons lack the accuracy and finesse of the other weapons, their brutal power is a worthwhile trade-off. At close range, these weapons are unmatched, capable of killing with one shot. In multiplayer, shotguns can be equipped by every kit and their unlocks are tied to your global score. The more you play (with any kit) the more shotguns you unlock.

Shotgun Specializations:

Extended Shotgun Magazine
12-Gauge Slugs

870 Combat



Magazine Capacity: 4

Fire Mode: Pump Action

MP Unlock: 6,800 Global Score

Performance Summary:

Very High Power

Very Short Range

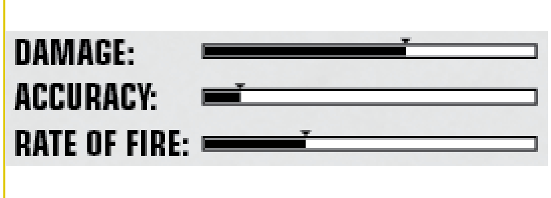
High Mobility

The 870 Modular Combat Shotgun (MCS) is a rugged, powerful shotgun ideal in close-quarter battle where breaching and stopping power are critical.

Field Notes

The 870 is the first shotgun available to all kits and it's also one of the most powerful weapons in the game. But you better kill your target with the first shot, because loading a new shell with the pump action can take a while, leaving you open to retaliation. Plus, when all four shells have been expended from the weapon's tube magazine, new shells must be loaded one at a time. If you're quick and accurate at close range, however, this weapon is very deadly.

Saiga 20K Semi



Magazine Capacity: 6

Fire Mode: Semiautomatic

MP Unlock: 10,900 Global Score

Performance Summary:

High Power

Very Short Range

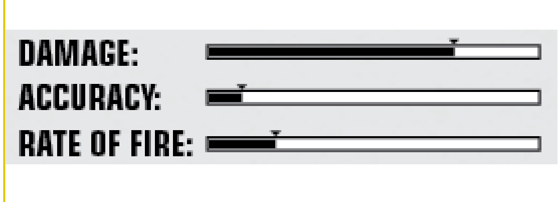
High Mobility

A Russian-made 20-gauge, gas-operated, semiautomatic shotgun, similar in appearance to the AK-74. It uses a 6-round box magazine for easy loading and has an excellent rate of fire with devastating stopping power.

Field Notes

The Saiga 20K addresses many of the drawbacks of the 870, offering a quick semiautomatic fire mode as well as a box magazine, allowing for quicker reloads. So all you have to do is pull the trigger each time you want to fire a shot, making it very effective in close-quarter combat. But each shot fired does much less damage than those of the pump-action shotguns. Still, the higher rate of fire helps offset this, making the S20K a true contender during point-blank duels.

SPAS-12 Combat



Magazine Capacity: 4

Fire Mode: Pump Action

MP Unlock: 296,800 Global Score

Performance Summary:

Very High Power

Very Short Range

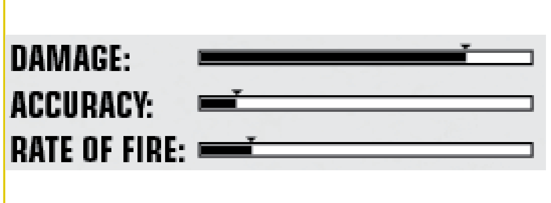
High Mobility

Designed for police and military applications, the SPAS-12 is a versatile, reliable, pump-action shotgun. It has been in service for nearly 40 years and is still a favorite among special ops.

Field Notes

The SPAS-12 is always a popular choice, mostly because it looks so cool. But beyond aesthetics, this compact pump-action shotgun delivers some serious hurt, comparable to the 870. However, the SPAS-12 is just a little bit underpowered. Still, it's a bit shorter than the 870, making it a little easier to maneuver in tight quarters.

TOZ-194



Magazine Capacity: 4

Fire Mode: Pump Action

MP Unlock: N/A

Performance Summary:

Very High Power

Very Short Range

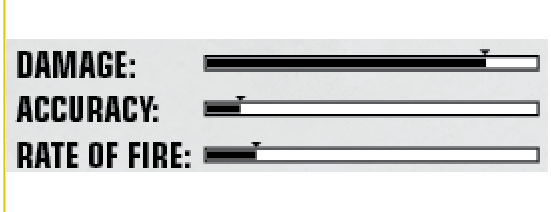
High Mobility

A conventional pump-action shotgun with 12-gauge stopping power. It was originally designed for the Russian military but was never adopted for service. Instead, it has gained popularity with sport shooters and security forces internationally.

Field Notes

The T194 and SPAS-12 are nearly identical in size and performance. However, the T194 offers a bit more power, a welcome feature in any firefight. This weapon is only available in the single player campaign.

Neostead 2000 Combat



Magazine Capacity: 4

Fire Mode: Pump Action

MP Unlock: 349,500 Global Score

Performance Summary:

Very High Power

Very Short Range

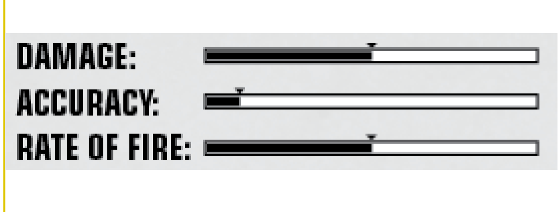
High Mobility

South African pump-action shotgun featuring an unusual bullpup design for a shotgun. Another original innovation is the magazine placement, above the barrel. Also, in contrast to most pump-action shotguns, the pump action is forward.

Field Notes

The Neostead 2000 is the best pump-action shotgun, packing immense power into a compact, maneuverable package. But the weapon still requires a fair amount of discipline and skill to reap its lethal benefits. It's still a pump-action shotgun, meaning slow reloads and long pauses in between each shot. So line up your shots carefully and make them count.

USAS-12 Auto



Magazine Capacity: 7

Fire Mode: Automatic

MP Unlock: 376,900 Global Score

Performance Summary:

Medium Power

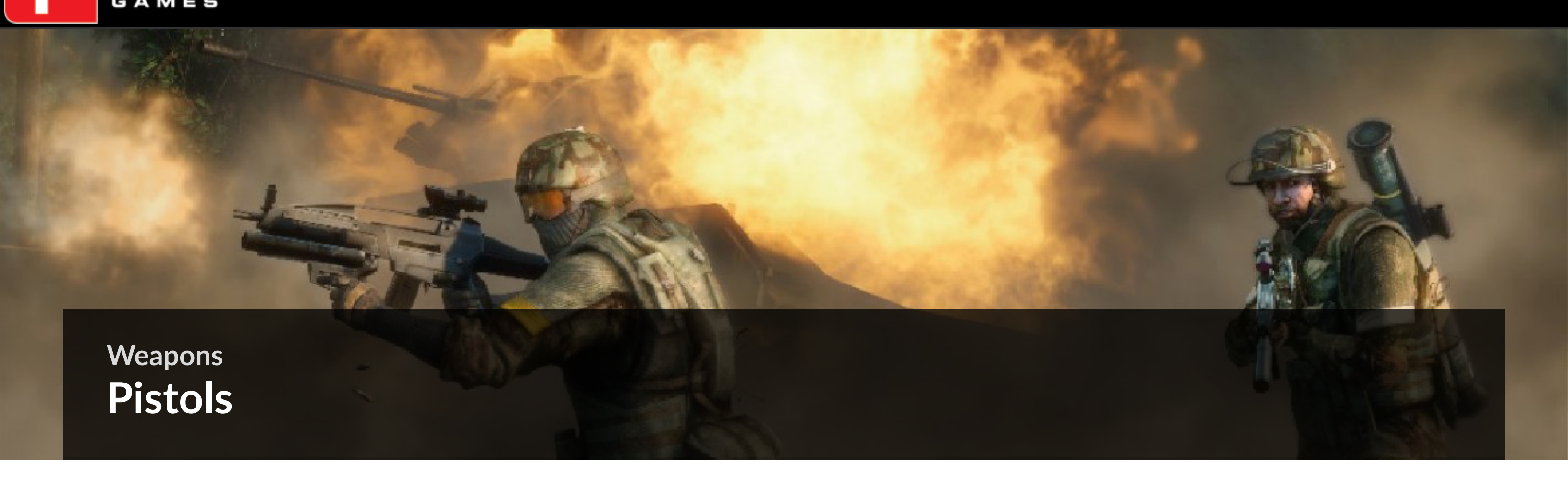
Very Short Range

High Mobility

The South Korean-made USAS-12 is a gas-operated, magazine-fed shotgun capable of either semiautomatic or full auto fire. Its bulk and weight are no deterrent when mission requirements ask for firepower and capacity.

Field Notes

As the only fully automatic shotgun available, the USAS-12 is in a class of its own. But the weapon's high rate of fire comes at a price. Each shot does considerably less damage than any of the other shotguns. Plus, the weapon's small 7-round magazine requires constant reloading. If you choose this weapon, be sure to apply the extended shotgun magazine specialization to double the magazine capacity.



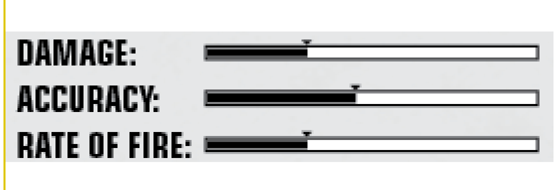
Weapons

Pistols

Don't write-off these secondary weapons as mere pea shooters. The pistols pack a serious punch and can save your life during desperate close-quarter duels.

Remember, it's faster to draw your pistol than it is to load a fresh magazine in your primary weapon. like the shotguns, the pistols can be equipped by any kit, filling the secondary weapon slot. As your global score increases, more pistols are unlocked.

M9



Magazine Capacity: 12

Fire Mode: Semiautomatic

MP Unlock: All Kits Start

Performance Summary:

Medium Rate of Fire

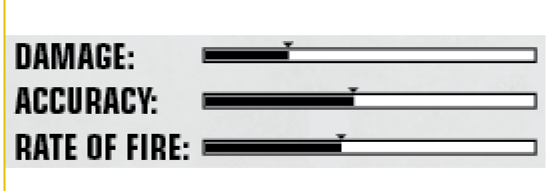
Medium Damage

The 9mm semiautomatic pistol that has served as the primary pistol of the U.S. military. Equipped with a 15-round staggered magazine with reversible release. An optimal level of mobility accounts for considerable lack of power.

Field Notes

The M9 is the only pistol available to all kits at the start of your multiplayer career. Despite its early availability, the M9 is a well-rounded pistol with decent damage output, a good rate of fire, and a rather large magazine capacity. If you're playing with the recon or engineer kits, take some time to get familiar with this pistol, as it's likely to get you out of a tough jam during the first few days of play.

MP-443 Grach



Magazine Capacity: 17

Fire Mode: Semiautomatic

MP Unlock: 18,500 Global Score

Performance Summary:

High Rate of Fire

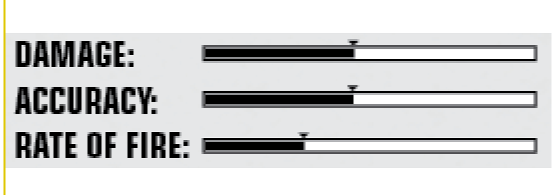
Low Damage

Adopted as a sidearm for all branches of the Russian military and law enforcement, this 17-round semiautomatic pistol boasts high mobility and operates with a soft recoil.

Field Notes

The MP-443 is nearly identical to the M9, but with a slightly higher rate of fire and a large 17-round magazine. If you find yourself firing lots of pistol rounds, this secondary weapon may be a good match for your style of play.

WWII M1911 .45



Magazine Capacity: 7

Fire Mode: Semiautomatic

MP Unlock: 28,300 Global Score

Performance Summary:

Medium Rate of Fire

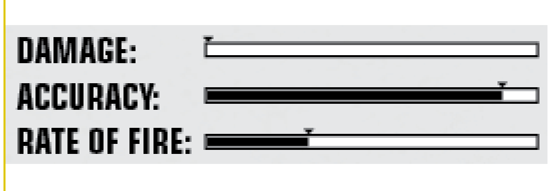
High Damage

A favorite sidearm among special forces, this 7-round semiautomatic pistol boasts .45 caliber stopping power, enabling the operator to dispose of an opponent with lethal close-range fire.

Field Notes

It may be old, but the M1911's power makes it a favorite of many players. Not only is it one of the most powerful handguns available, it's also the most accurate. Once it's unlocked, strongly consider assigning this pistol as your secondary weapon. However, be prepared for its shortcomings. The large .45 caliber round results in significant recoil and a very limited magazine capacity, requiring frequent reloads.

Tracer Dart Gun



Magazine Capacity: 1

Fire Mode: Single Shot

MP Unlock: 137,600 Global Score

Performance Summary:

Anti-Vehicle Weapon

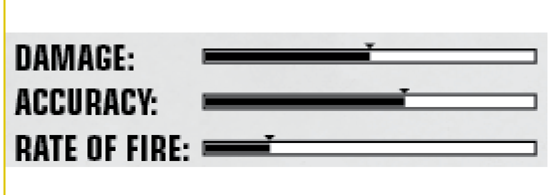
Very Low Rate of Fire

Designed to assist target acquisition, this gas-powered pistol fires magnetic darts that latch onto enemy vehicles and aid in giving the selected anti-tank weapon an increased opportunity to hit the intended target.

Field Notes

The Tracer Dart Gun isn't a traditional pistol, but it still fills the secondary weapon slot, meaning it's your dedicated sidearm when equipped. It causes no damage when fired at infantry, so don't bother. Instead, shoot the tracer darts at vehicles such as tanks and helicopters. Once a dart is planted on a suitable target, most rocket launchers can achieve a lock, allowing their explosive munitions to home in on the dart. This weapon is a good choice for a medic, as they usually don't need to rely on a traditional pistol for self defense and they could benefit from some anti-vehicle capability.

MP-412 Rex



Magazine Capacity: 6

Fire Mode: Semiautomatic

MP Unlock: 157,700 Global Score

Performance Summary:

Low Rate of Fire

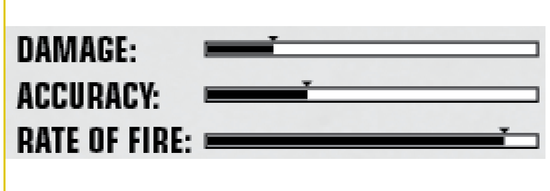
Very High Damage

A 6-round revolver revered for its close range edge and notable firepower. Its break-open frame design is a throwback to old six-shooters of the Wild West.

Field Notes

As the only revolver out of the bunch, the MP-412 is a real standout thanks in large part to its remarkable damage output. But make each shot count, because this pistol fires slowly and can only hold six rounds. Furthermore, it takes a while to reload the cylinder, so make sure you grab some cover while ejecting the spent brass and loading fresh bullets.

M93R Burst



Magazine Capacity: 20

Fire Mode: 3-Round Burst

MP Unlock: 178,800 Global Score

Performance Summary:

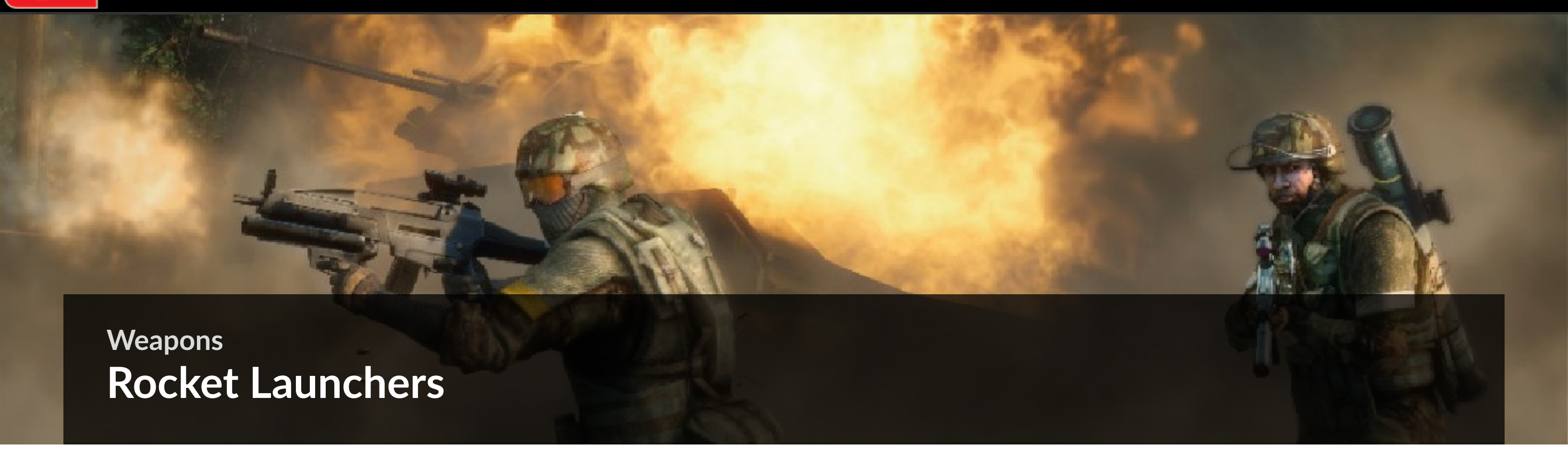
High Rate of Fire

Very Low Damage

A modified iteration of the M9, this 3-round burst pistol engages with superb p and a high rate of fire compensating for its low power. Ideal for close-quarter combat and personal defense scenarios.

Field Notes

The M93R is a high-performance pistol worth checking out. Although it is very weak when it comes to damage output, it has the highest rate of fire and largest magazine capacity of any pistol. So if you're lugging around a big sniper rifle or light machine gun, this pistol can serve as a great back-up during close-quarter engagements.



Weapons

Rocket Launchers

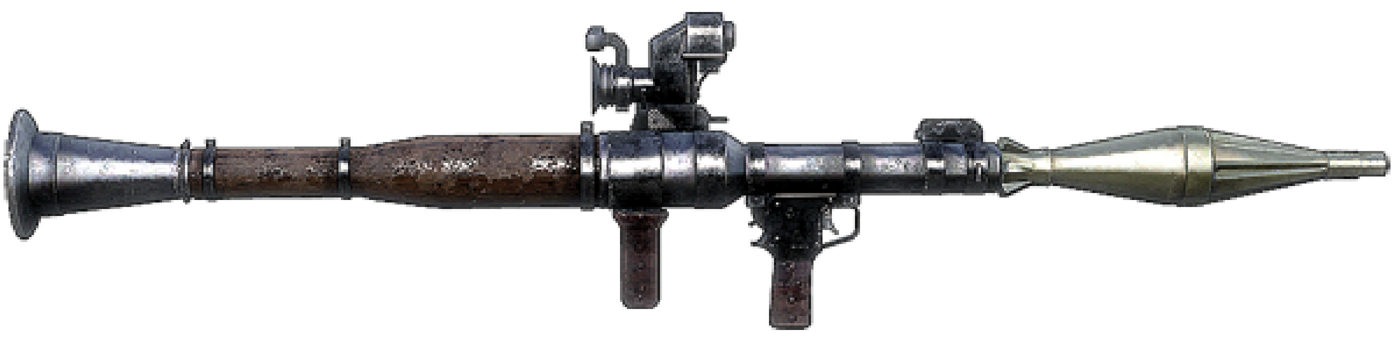
The rocket launchers are primarily designed as anti-vehicle weapons, but they can also be effective in tearing apart enemy cover, including walls and even entire buildings. In multiplayer, only engineers can carry the rocket launcher, occupying the kit's gadget slot.

Tip

When a vehicle is hit with a tracer dart, red brackets appear around it on the minimap, visible to all engineer teammates. Aim at the traced vehicle through the launcher's scope to reveal a red bracket icon superimposed over the target. Hold your aim steady for a few seconds until the bracket icon becomes a solid red box.

A lock is achieved when a set of white numbers appears below the red box, indicating the distance (in meters) to the target. Once fired, the rocket will home in on the traced vehicle, even if the vehicle moves. But the rocket cannot maneuver around cover such as buildings, so you still need to have a fairly clear path to the target to score a hit.

RPG7



Magazine Capacity: 1

Fire Mode: Single Shot

MP Unlock: Engineer Kit Start

Performance Summary:

Low Accuracy

Medium Range

Medium Damage

Russian 85mm rocket propelled grenade launcher used primarily against armor and fortifications. It is compatible with tracer dart aiming systems to increase first round hit probability.

Field Notes

The RPG7 is the most basic of rocket launchers, designed primarily to take out vehicles. It's most effective at close to intermediate ranges, but can also be accurate at long ranges when a tracer dart is active. The rocket has a tendency to lose altitude over distance, so if targeting a vehicle at long range without the assistance of a tracer dart, aim high to compensate for range.

M2CG

Magazine Capacity: 1

Fire Mode: Single Shot

MP Unlock: 8,700 Engineer Score

Performance Summary:

Medium Accuracy

Medium Range

Medium Damage

Swedish-designed 84mm man-portable recoilless rifle. Ideal for "bunker busting" and anti-personnel applications, the M2CG is less suited against armor where other, more modern weapon systems excel. It also is tracer dart ready for increased first hit accuracy.

Field Notes

The M2CG fires a higher velocity rocket than the RPG7, allowing for greater accuracy at long range. However, its high explosive warhead is less effective against tanks and other armored vehicles. The rocket explodes outward, sending shrapnel in all directions, making it a decent anti-personnel weapon. But it can still do significant damage to vehicles. When engaging tanks, try to hit their rear armor to maximize damage.

M136

Magazine Capacity: 1

Fire Mode: Single Shot

MP Unlock: 18,600 Engineer Score

Performance Summary:

High Accuracy

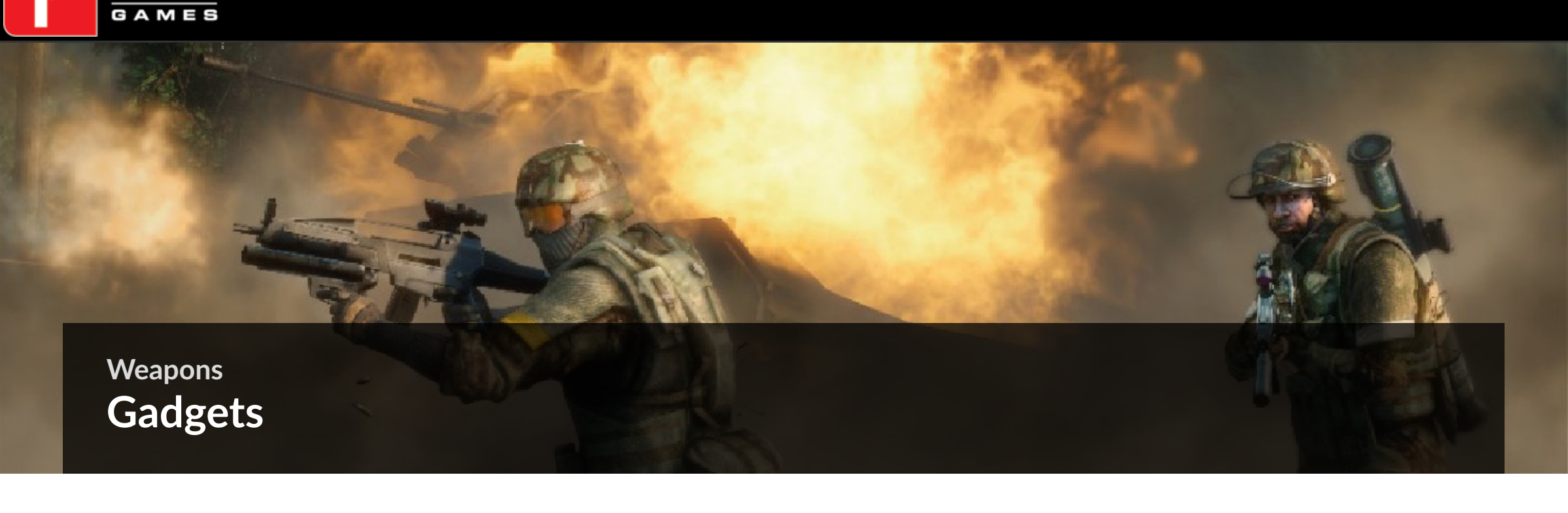
Medium Range

Medium Damage

Swedish-made disposable 84mm anti-tank missile that is well balanced at neutralizing armor and fortified positions. It has been modified with a guidance tracking system that assists the warhead in homing in on the target engaged. It is not capable of locking on to tracer darts.

Field Notes

Although the M136's missile can't lock on to tracer darts, this weapon has a guidance system of its own. Take aim at an enemy vehicle and fire. Continue tracking your prey after firing, guiding the missile into the target. The missile is most effective against heavy vehicles and fortified structures.

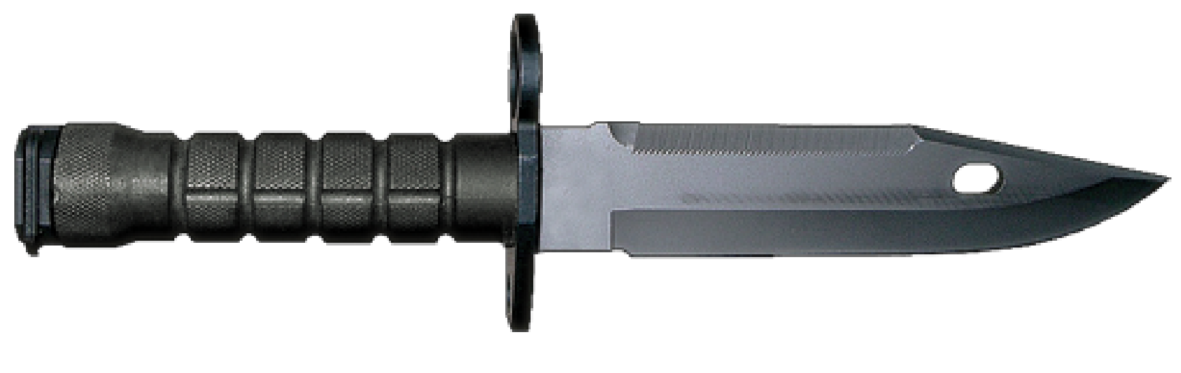


Weapons

Gadgets

In addition to weapons, you can also choose from a variety of kit-specific gadgets. Use these items to support your team during multiplayer matches. Items like the assault kit's ammo pack and the medic kit's medkit are essential for keeping your teammates resupplied and healthy

Combat Knife



MP Unlock: All Kits Start

Get up close and personal and take your victim's dog tags. Point the stabby end towards the intended target.

Field Notes

The combat knife isn't only useful for acquiring an opponent's dog tags. Use it to silently break open doorways or slice through chainlink fences, accessing new areas where your opponents are less likely to expect you.

But if you are going after an enemy, stab them from behind, denying them the opportunity to retaliate. If you charge directly at an enemy with your knife, you're likely to get shot in the face.

Hand Grenade

MP Unlock: All Kits Start

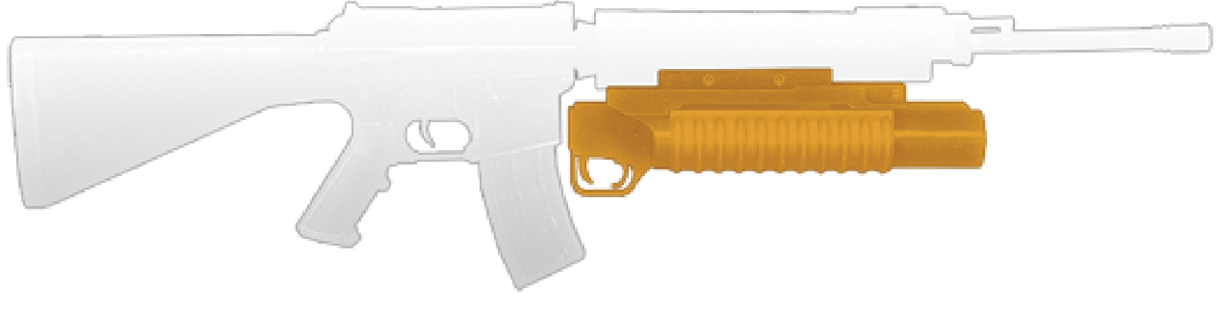
Fragmentation grenade with a large wound radius with a timed fuse. Excellent for house clearing or displacing enemy forces.

Field Notes

Frag grenades are most effective against infantry, but they can cause significant damage to light-skinned vehicles, too. Don't bother trying to take out a tank with them, however. Grenades don't explode on impact.

Instead, they tend to roll around until the timed fuse triggers the explosion. Keep this in mind when tossing a frag. It will bounce off surfaces and roll down slopes. Make a habit of tossing grenades in buildings prior to entering, especially if you suspect an enemy presence.

40mm Grenade Launcher



Magazine Capacity: 1

Fire Mode: Single Shot

MP Unlock: Assault Kit Start

Performance Summary:

Medium Accuracy

Medium Range

High Damage

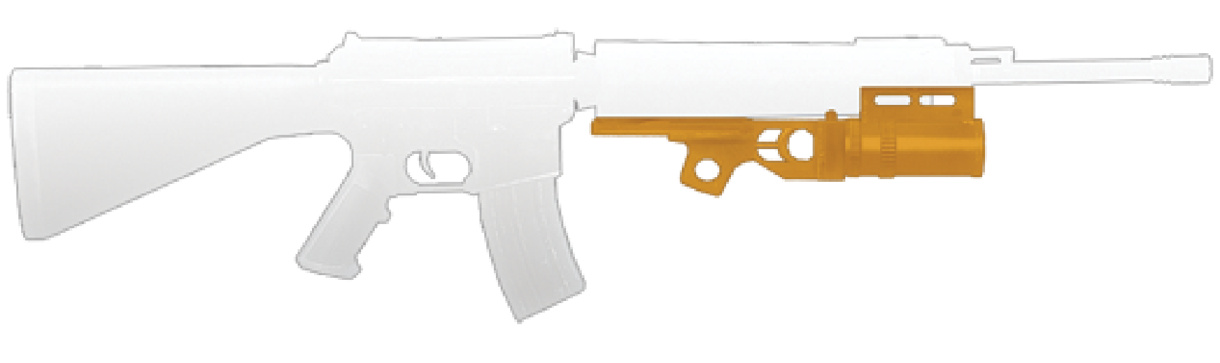
40mm high explosive grenades for the assault rifle's underslung launcher. Effective against personnel and light vehicles.

Field Notes

The GL40mm is the standard-issue weapon attached to all assault rifles. It fires a 40mm grenade that explodes on impact. Since the grenade is launched, it has a much greater range than hand-tossed munitions.

Use the horizontal lines on the HUD to gauge distance and lob grenades toward your target with an arc-like trajectory. This weapon is great for blowing away walls—and the enemies hiding behind them. It can even do serious damage to M-COM stations if you can establish a line of sight.

40mm Smoke Launcher



Magazine Capacity: 1

Fire Mode: Single Shot

MP Unlock: 5,410 Assault Score

Performance Summary:

Medium Accuracy

Medium Range

No Damage

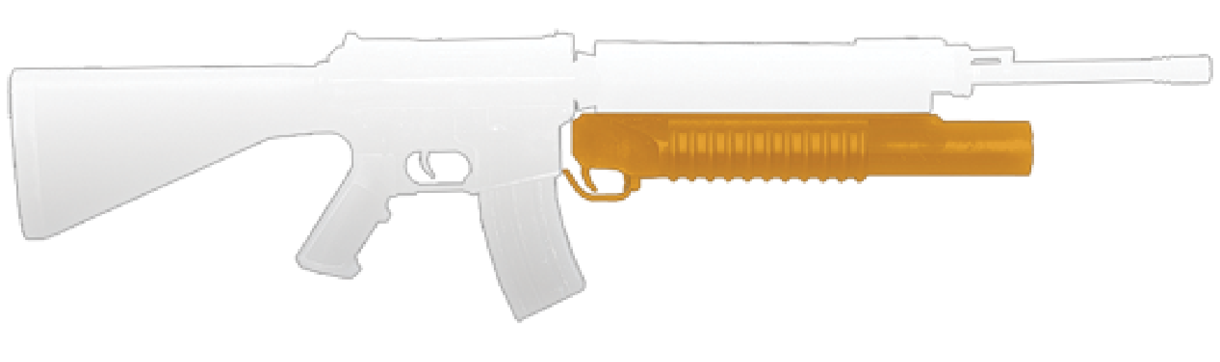
40mm smoke grenades for the assault rifle's underslung launcher. Provides a visual screen to aid battlefield movement. Conceals targets near the point of impact.

Field Notes

This weapon operates identically to the GL40mm, but instead of firing high-explosive rounds, it fires smoke grenades. Smoke is useful for covering advances, obscuring the views of enemies.

Fire smoke grenades in front of suspected enemy sniper positions or, when on defense, hide an exposed M-COM station behind a smoke screen. There are many useful applications for smoke, so don't scoff at its lack of damage output. A squad who uses smoke effectively can traverse great distances without getting touched.

40mm Shotgun



Magazine Capacity: 12

Fire Mode: Semiautomatic

MP Unlock: 10,900 Assault Score

Performance Summary:

Low Accuracy

Very Short Range

Extreme Damage

40mm shotgun rounds for the assault rifle's underslung launcher. Filled with 12 tungsten darts for close-range combat. Effectiveness suffers greatly over range.

Field Notes

This underslung shotgun helps convert any assault rifle into a close-quarter killer. Equip this weapon when entering buildings or other confined spaces and keep it aimed at chest level. All it takes is one shot to kill an enemy with this weapon at close range.

But switch back to your assault rifle when moving outside, as the shotgun is only effective at extreme close ranges. This is a great addition to your assault kit when operating in urban environments, with lots of house-to-house fighting.

Ammo Box

MP Unlock: 1,180 Assault Score

Portable ammunition supply point. Deploy to replenish ammo for nearby soldiers. Contains a limited amount of resupplies.

Field Notes

Carried exclusively by the assault kit, the ammo box is the only source of ammo during multiplayer matches. There are no ammo crates, so it's up to assault players to provide ammo to their teammates.

Simply stand next to one of these packs for a few seconds to replenish the ammo for all of your weapons. When playing as assault, drop these packs around clusters of teammates—each time someone retrieves ammo from a pack you earn a resupply bonus.

This is a great way to supplement your score while supporting your team and squadmates.

Tip

If a team or squadmate is low on ammo, three bullet icons flash above their head. Get them some ammo fast!

Repair Tool

MP Unlock: 1,070 Engineer Score

The repair tool allows fast repairs for vehicles on the front lines. It's the best friend of engineers and their toys.

Field Notes

Also known as the power wrench, the engineer kit's repair tool is the only way to repair damaged vehicles. To deploy, simply stand next to a damaged vehicle (while aiming at it) and hold down the trigger.

Watch the semi-circular meter in the center of the HUD fill from left to right. Once the meter is filled completely, the vehicle is fully repaired. You're vulnerable while using this tool, so make sure you have adequate cover.

During tank duels, stand behind a friendly tank and repair it as it takes damage. Repairing vehicles manned by a team or squadmate earns you repair points—a great way to boost your score while playing as an engineer.

Tip

The repair tool can also be used as a weapon. Try scoring a headshot with the tool to earn The Dentist achievement/trophy. You can also use the repair tool on enemy vehicles, causing it to slowly lose health.

Anti-Tank Mine

MP Unlock: 4,390 Engineer Score

Proximity-triggered anti-tank mine. Multiple mines may be required to defeat heavily armored vehicles. Equipped with a friend or foe recognition system.

Field Notes

This is a powerful anti-tank mine, effective against any ground vehicle. It takes a couple of these mines to take out a tank, but they're instantly lethal against all other ground vehicles. Scatter these around high-traffic areas, such as control points or M-COM stations.

Chokepoints like bridges or narrow urban streets are also good ambush spots. However, when carrying these mines, you cannot carry a rocket launcher, so weigh the pros and cons before entering the battle. Enemy mines can be destroyed with explosives, such as grenades or tank rounds.

Caution

Although they're only triggered by enemy vehicles, an anti-tank mine can still be lethal to all nearby infantry. Keep your distance, or else you may be killed by your own mine.

Medic Kit

MP Unlock: 1,410 Medic Score

Portable healing station. Deploy to heal nearby wounded soldiers. Contains a limited amount of healing supplies.

Field Notes

The medic kit is commonly referred to as a medkit. These function similar to the assault kit's ammo box, only they replenish health instead of ammo. Simply drop these on the ground near wounded teammates to heal them.

The longer you (or an injured teammate) stand next to a medkit, the more health you receive. The medic kit has a small healing radius, requiring players to stand very close to the medkit. Healing team and squadmates earns you a healing bonus.

Tip

Critically injured teammates have a white cross icon flashing above their head—the same icon appears on the minimap. These icons are only visible to friendly medics, so look for them to locate and heal teammates before they die.

All players (including enemies) have a life meter below their name, allowing you to see exactly how much health they have. Even if a teammate isn't critical, offer them a medkit to fully replenish their health.

Defibrillator

MP Unlock: 5,800 Medic Score

Automated External Defibrillator (AED) allows a medic to restore life to wounded soldiers. Use on healthy soldiers is inadvisable.

Field Notes

The shock paddles make their triumphant return! Use the defibrillator to bring recently deceased teammates back to life. Simply aim at their dead body (at close range) and pull the trigger to deliver a life-saving jolt of electricity.

After each use, the shock paddles must recharge for a few seconds before being deployed again. Reviving teammates earns you a revive bonus, boosting your score significantly, especially if you make the resurrection business a full-time job.

Dead teammates have a jagged horizontal line icon above their body, resembling the line on an electrocardiogram. The same icon appears on the minimap, allowing you to quickly find dead teammates. But you must act quickly.

Once a teammate has been down for a while, their body will disappear, preventing you from saving them.

Tip

The defibrillator can be used as an offensive weapon, too. Try sneaking up behind an opponent and shocking them for an instant and chuckle-inducing kill.

Motion Sensor

MP Unlock: 860 Recon Score

Portable sensor detects human biometric and vehicle acoustic emissions and displays their position on the minimap. Limited battery life and range.

Field Notes

Situational awareness is always important, especially when playing with the recon kit. These devices can pick-up the presence of nearby enemy units, reporting their locations on the minimap. But each device has a very limited range and lifespan.

Still they're great for detecting enemy movement in confined spaces. Before sniping, always drop a motion sensor nearby to warn of enemies attempting to sneak up behind you.

You can only carry three of these devices at a time, but more can be retrieved from ammo packs dropped by assault teammates.

DTN-4 C4 Explosives

MP Unlock: Recon Kit Start

Plastic explosives that stick to most hard surfaces. Stable when carried but volatile when deployed. Detonated by remote.

Field Notes

The DTN-4 is the trigger device used to detonate explosives remotely. Up to four explosive charges can be placed at one time and detonated simultaneously with this device. Explosives are great for taking out armored vehicles.

Simply stick a couple of charges on the back of a tank and step back a safe distance to watch the fireworks. Charges can also be used as booby traps, placed around critical high-traffic areas like control points or M-COM stations—but it's up to you to detonate them when there's enemies nearby.

The DTN-4 and explosives are available to the assault kit when not carrying a 40mm launcher-equipped assault rifle.

Tip

When attacking an M-COM station, plant four explosive charges around the box before setting the main charge on the station itself. Then seek cover at a distance and set off the four charges as your opponents rush in to disarm the M-COM station.

Not only does this score you a kill or two, but the explosions damage the station as well.

Mortar Strike

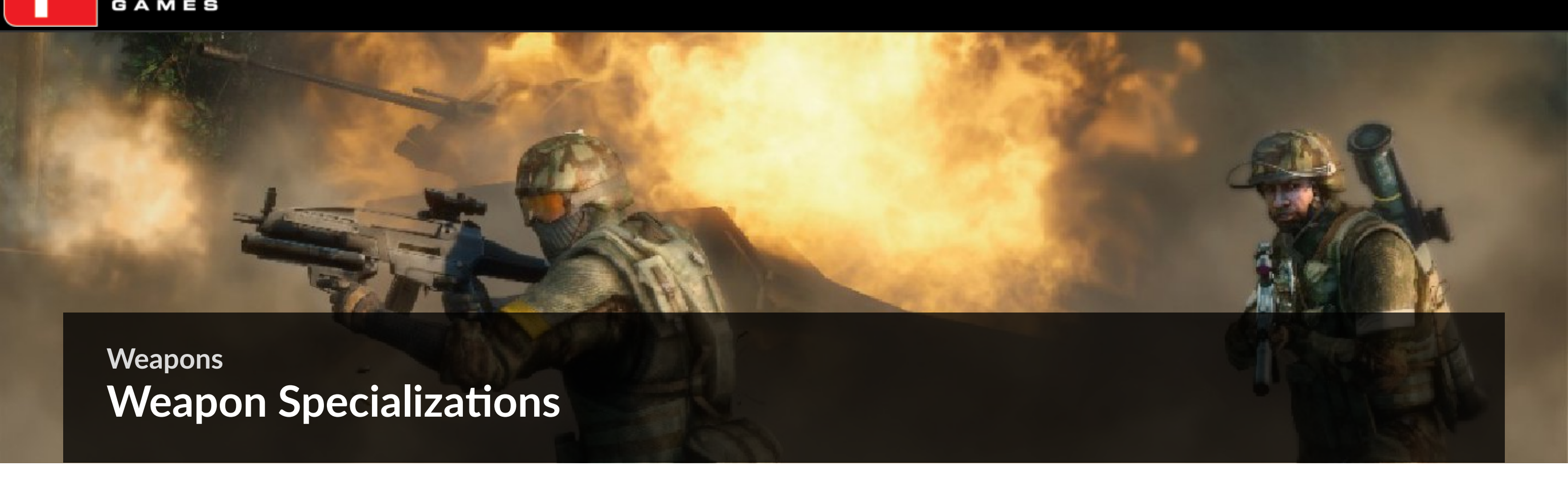
MP Unlock: 3,930 Recon Score

Line-of-sight radio targeting designator for 120mm mortar bombs. Effective against enemy armor, personnel, and structures.

Field Notes

Want to call in a mortar strike? Use this radio to drop a barrage of explosive shells on your enemies. Mortar strikes are most effective against infantry, but the explosive rounds can also inflict heavy damage on vehicles—including tanks.

Exposed M-COM stations are also vulnerable to mortar attacks. For best results, target enemy squads hiding in buildings or behind cover. Even if the mortar strike doesn't kill the intended targets, eliminating their cover leaves them exposed.



Weapons

Weapon Specializations

As you progress through your multiplayer career, you unlock a variety of specializations. These perks provide varying bonuses to your kit.

But you can only equip a maximum of three specializations, so pick the bonuses that best fit your style of play.

The weapon-based specializations offer new scopes and sights for each kit, as well as accuracy bonuses for their associated weapons.

Red Dot Sight

MP Unlock:

Assault Rifle: 13,900 Assault Score

Submachine Gun: 11,100 Engineer Score

Light Machine Gun: 14,700 Medic Score

Sniper Rifle: 12,400 Recon Score

High visibility optics for your primary weapon. Increases aim speed and target acquisition at close range.

Field Notes

The red dot sight can be attached to any assault rifle, submachine gun, light machine gun, or sniper rifle once it's unlocked in each respective kit.

This standardized sight makes it much easier to target enemies—simply place the red dot over your target and squeeze the trigger.

But unlike a scope, you maintain some peripheral vision while zoomed in, making it great for engaging targets at close and intermediate ranges. But the sight's limited magnification isn't very useful at long range.

For this reason, the sight is most effective when attached to submachine guns.

4X Rifle Scope

MP Unlock:

Assault Rifle: 17,000 Assault Score

Submachine Gun: 13,500 Engineer Score

Light Machine Gun: 17,900 Medic Score

Sniper Rifle: 7,900 Recon Score

4X optical sight upgrade increases your magnification for improved effectiveness at medium range.

Field Notes

This scope offers much more magnification than the red dot sight, making it better suited for targeting enemies at greater distances.

But don't bother equipping it on weapons that have poor accuracy at intermediate or long ranges. The scope is most effective when attached to assault rifles and some light machine guns.

But be prepared for reduced peripheral vision when zoomed in. The scope can also be attached to sniper rifles, offering less magnification than their standard-issue 6X scopes, making it easier to target enemies at shorter distances.

12X High-Power Scope

MP Unlock: 10,100 Recon Score

12X optical sight upgrade for sniper rifles increases zoom power, allowing greater accuracy at long range.

Field Notes

This scope is only available to the recon kit's sniper rifles, offering unparalleled magnification for extreme long range engagements. Attach this scope to long-range beasts like the M24, GOL, or M95 and target enemies halfway across the map.

While peering through this scope, your vision is extremely narrowed, making it impossible to see anything going on around you. Make sure you have a very safe spot to snipe from, far away from the front lines.

Even distant targets may appear very close thanks to the powerful magnification, so take this into consideration when lining up your shot. Compensate for range by aiming above the target, using the vertical mil dots below the crosshairs to gauge the proper barrel elevation.

Marksman Assault Rifle Training

MP Unlock: 23,500 Assault Score

Custom grip and stick adjusted to the individual shooter. Increases the accuracy of your aimed shots.

Field Notes

This specialization significantly improves the accuracy of your assault kit's assault rifle. However, to benefit from this perk, you must fire the weapon while zoomed in, using the weapon's iron sight.

Marksman SMG Training

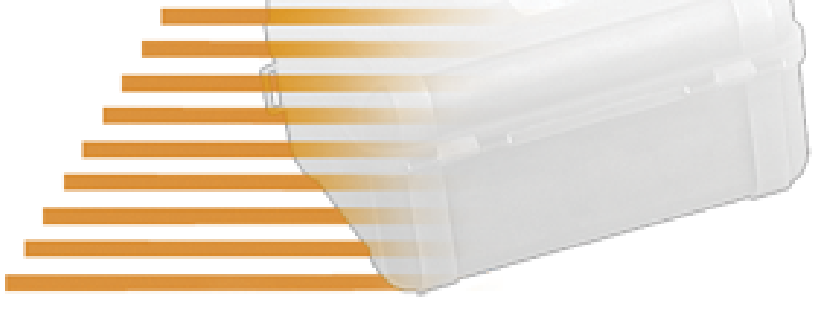
MP Unlock: 21,300 Engineer Score

Accurized silencer improves harmonics and tightens tolerances. Increases accuracy of aimed fire.

Field Notes

This specialization improves the accuracy of the engineer kit's submachine guns. But like the marksman assault rifle training, you must be zoomed in, using the weapon's default iron sight to get this benefit.

Medic Kit Improved Heal



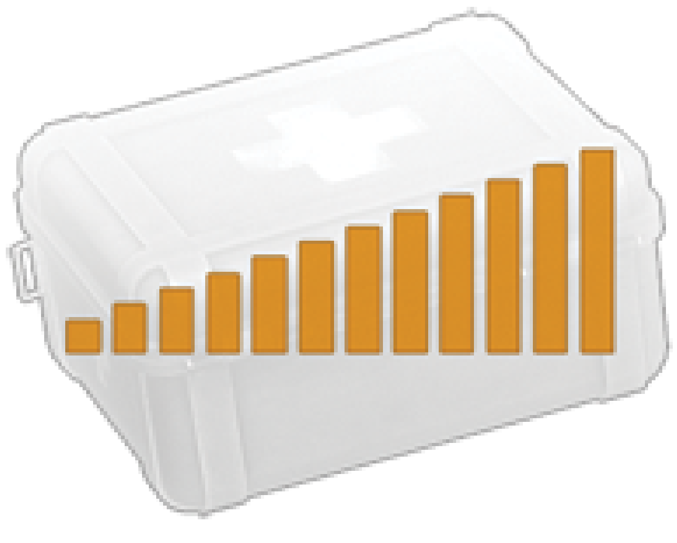
MP Unlock: 11,600 Medic Score

Additional advanced medical equipment to diagnose and heal injuries. Speeds the healing effect of your deployed medkits.

Field Notes

Equip this specialization once unlocked to speed the healing rate of your deployed medkits. However, this takes up a specilazaition slot, so make sure you're dedicated to dropping medkits while this is active.

Medic Kit Improved Range



MP Unlock: 21,300 Medic Score

Higher capacity medkit. Increases the effective healing range of your deployed medkits.

Field Notes

This is another specialization upgrading your medkits, increasing their effective heal radius. This specialization appears in the second slot, meaning you can equip it at the same time as the Improved Heal specialization, seriously enhancing the effectiveness of your deployed medkits.

Marksman LMG Training

MP Unlock: 28,300 Medic Score

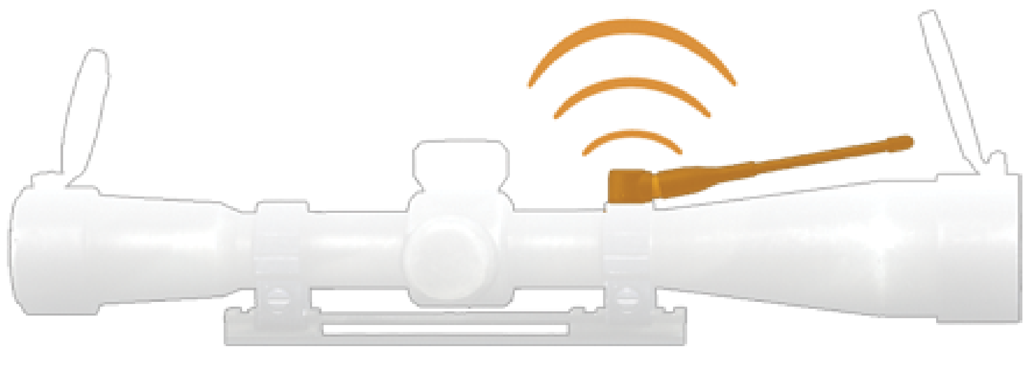
Heavier precision-machined barrel. Increases the accuracy of fire when aimed and stationary.

Field Notes

If you're happy with your light machine gun's default sight, seriously consider selecting this specialization. It improves the medic light machine guns' accuracy significantly as long as you fire while zoomed in and motionless.

For best results, always fire from a crouched position.

Sniper Spotting Scope



MP Unlock: 17,100 Recon Score

Advanced targeting computer. Relays the position of enemies in your sights to your team automatically.

Field Notes

With this gadget equipped, any target in your crosshairs is automatically tagged. This makes it easy to hang back and tag targets at long range, earning spot assists as your teammates eliminate your tagged targets.

If you can find a good elevated position that's well-concealed, consider tagging targets your full-time job. But if that's the role you choose, avoid sniping—it could give away your position.

Extended Shotgun Magazine

MP Unlock: 100,400 Global Score

Custom-modified shotgun loading tubes and magazines. Effectively doubles shotgun clip capacity.

Field Notes

Like shotguns? Then this is a specialization worth working for. It doubles the magazine capacity of each shotgun, meaning less time spent reloading.

This is especially helpful when operating the fast-firing semiautomatic and automatic shotguns, but it's also a welcome attribute for the pump-action shotguns.

12-Gauge Slugs

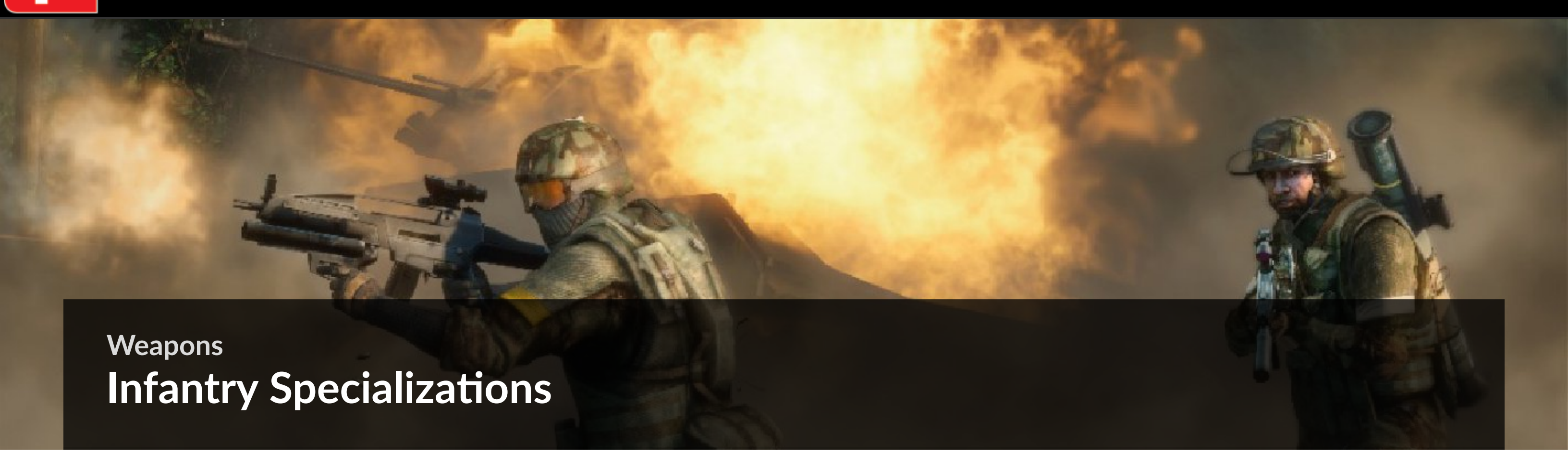
MP Unlock: 247,200 Global Score

Tungsten 12-gauge SABOT slug ammunition sacrifices raw power for increased range and accuracy.

Field Notes

Loading slugs into a shotgun transforms it into a weapon with significantly longer range, but it's still no sniper rifle. Slugs inflict heavy damage, but slightly less than the standard buckshot load.

Still, the increased range is welcome when engaging enemies beyond 10 meters. Aim for center mass to ensure a hit, as headshots may be elusive given the weapon's somewhat unpredictable accuracy.



Weapons

Infantry Specializations

Like the weapon specializations, the infantry-based specializations are unlocked during the course of your multiplayer career. There are a variety of perks offered by these bonuses including faster sprint speeds, increased ammo capacity, and even body armor for reduced damage.

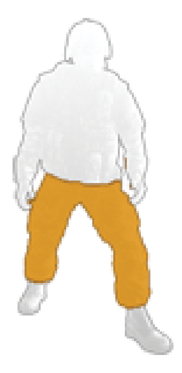
Lightweight Combat Equipment

MP Unlock: 39,900 Global Score

Lighter load-bearing equipment and packs increase your sprint speed.

Field Notes

Who wouldn't want to run faster? Select this specialization to slightly improve your sprint speed. This can come in handy for crossing large open areas with sparse cover. While sprinting you're a hard target to hit—but you also can't return fire. This isn't the best specialization, but it's not bad if you haven't unlocked any others.



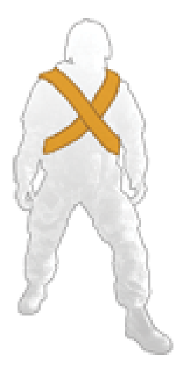
Ammo Hip Bandolier

MP Unlock: 53,000 Global Score

Larger capacity hip pack for magazines doubles the total number of bullets carried.

Field Notes

Every kit can benefit from this specialization, especially if the assault players on your team are stingy with the ammo packs. But note, this only increases the ammo carried in your primary and secondary weapons. Other weapon/gadget capacities (grenades, rockets, mines, etc.) remain the same.



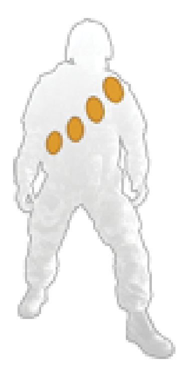
Grenade Vest

MP Unlock: 67,600 Global Score

Upgraded combat vest that carries more grenades—doubles your 40mm and hand grenade load.

Field Notes

Like tossing or launching grenades? Give this specialization a shot to double the number of grenades you can carry. It may seem like a good match for the assault kit, but remember, the assault kit can resupply their own grenades with ammo packs. So if you're playing as assault, think twice before assigning this specialization to a slot.



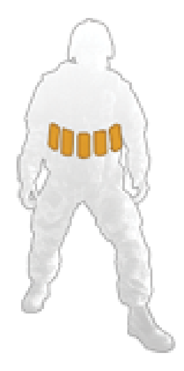
Explosive Leg Pouch

MP Unlock: 83,400 Global Score

Additional leg pouches for explosives double the number of explosives and rockets carried.

Field Notes

This specialization only benefits the engineer and recon kit, as they're the only ones capable of carrying rocket launchers and explosives. With this specialization, the engineer can carry eight rockets and the recon kit can carry eight C4 charges. If you're constantly running low on rockets or explosives due to poor resupply efforts by your assault teammates, this specialization can really pay off, especially during defensive operations.



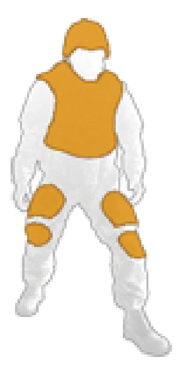
Ceramic Body Armor

MP Unlock: 200,700 Global Score

Adds reinforced ceramic plating to your combat vest, decreasing damage taken in combat.

Field Notes

Of all the specializations, this is one of the best, effectively increasing your lifespan by reducing the amount of damage taken. But it's far from an invincibility bonus, so don't do anything foolish. Still, it can give you an edge in those inevitable close-quarter duels. Be aware, this specialization does not reduce the damage inflicted by headshots.



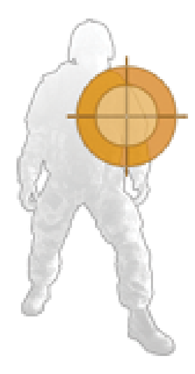
Magnum Ammunition

MP Unlock: 223,500 Global Score

High-quality marksman bullets, manufactured to give greater accuracy at all ranges.

Field Notes

The effectiveness of this specialization largely depends on what weapon it's applied to. For example, sniper rifles with already high accuracy ratings don't benefit as much as other weapons with mediocre accuracy. So consider selecting this specialization when using an assault rifle, submachine gun, or light machine gun. Don't bother selecting it if you're using a shotgun—it won't have much of an impact.



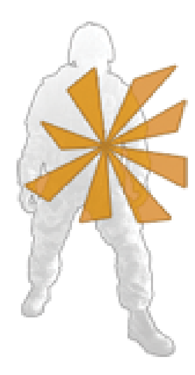
Improved Demolitions

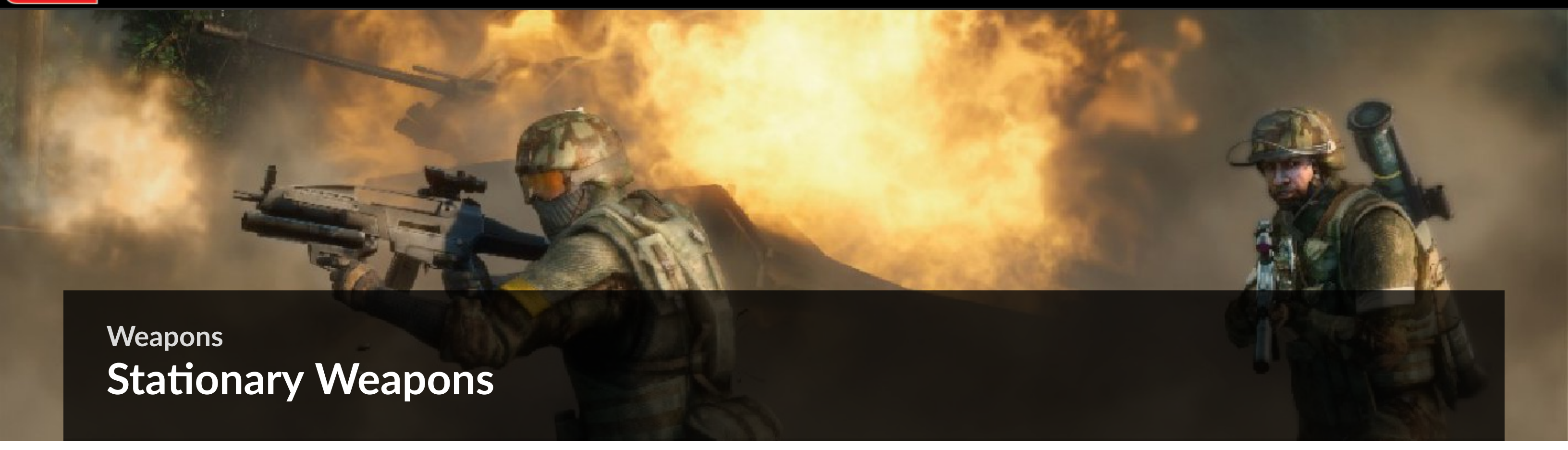
MP Unlock: 271,600 Global Score

A more potent explosive blend increases the damage of soldier-carried explosives.

Field Notes

This specialization is tailor-made for the engineer kit, significantly increasing the damage caused by rockets and mines. But the specialization improves the explosives carried by other kits too, such as hand grenades and the recon kit's explosives. Figure out what your role is before spawning into the battle and consider equipping this specialization if there are plenty of enemy vehicles to kill.





Weapons

Stationary Weapons

When the weapons you're carrying aren't enough to hold back the enemy, look for stationary weapons to gain some extra firepower.

Heavy machine guns, anti-tank missile launchers, and anti-air guns are available in the single-player campaign and most multiplayer maps. These weapons are fixed and can't be relocated, but each can rotate 360 degrees. Simply stand next to one of these weapons and interact with it to take control. All stationary weapons have unlimited ammo, too.

Heavy Machine Guns

The U.S. X312 and Russian KORD heavy machine guns can be found in both the single-player campaign as well as many multiplayer maps. Most of these weapons are mounted behind sandbags, offering minimal protection. Don't set up camp behind one of these guns—unless you want to give an enemy sniper an easy target. Fire a few shots, score a few kills, and then move on.

Some heavy machine guns are equipped with a thick plate of armor attached to the front, offering much more protection for the shooter. These powerful weapons are effective against infantry and light-skinned vehicles, including helicopters. But don't bother shooting at tanks—you'll just annoy the crew as your bullets bounce off the vehicle's heavy armor.

Anti-Tank Missile Launchers

Like the heavy machine guns, the U.S. TOW2 and Russian KORN anti-tank missile launchers are usually found at defensive positions in both the single-player campaign and on multiplayer maps. Both operate identically, utilizing advanced targeting systems, allowing you to manually guide the missile toward the target. Simply aim at the target (preferably a tank) and fire.

As the missile launches, keep the target in the center of the weapon's sight, tracking its movements as necessary to keep the missile on-target.

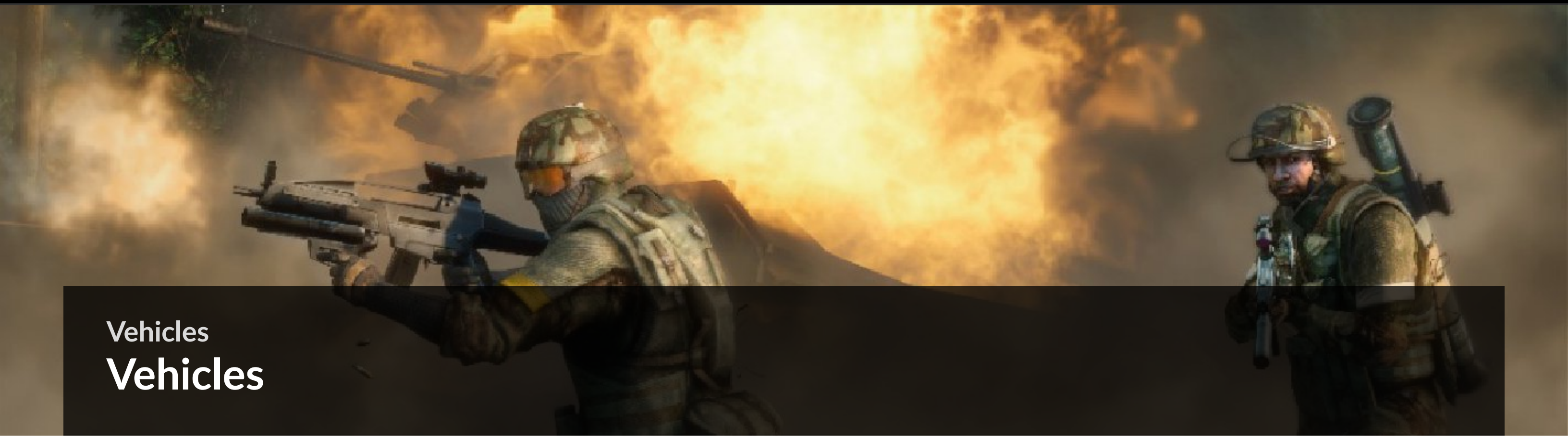
Each missile carries a powerful armor-piercing warhead capable of inflicting heavy damage on tanks or outright destroying light vehicles with one hit. But crouching behind one of these weapons leaves you exposed, so fire a missile or two and then move out before you're spotted. Each fired missile leaves behind a smoke trail, making it easy to trace back to the launcher.

Anti-Air Guns

The Russian ZU-23's dual-barrel auto cannons are designed primarily as anti-aircraft weapons, but can also be deployed effectively against infantry and light-skinned vehicles.

When there are enemy helicopters in the air, take control of one of these guns and fire a barrage of lead in its flight path. Due to the helicopter's speed, it's often necessary to lead the target a bit to score some hits. But while firing this gun, you're likely to get the attention of your target, so be prepared to bail out if rockets are fired in your direction.

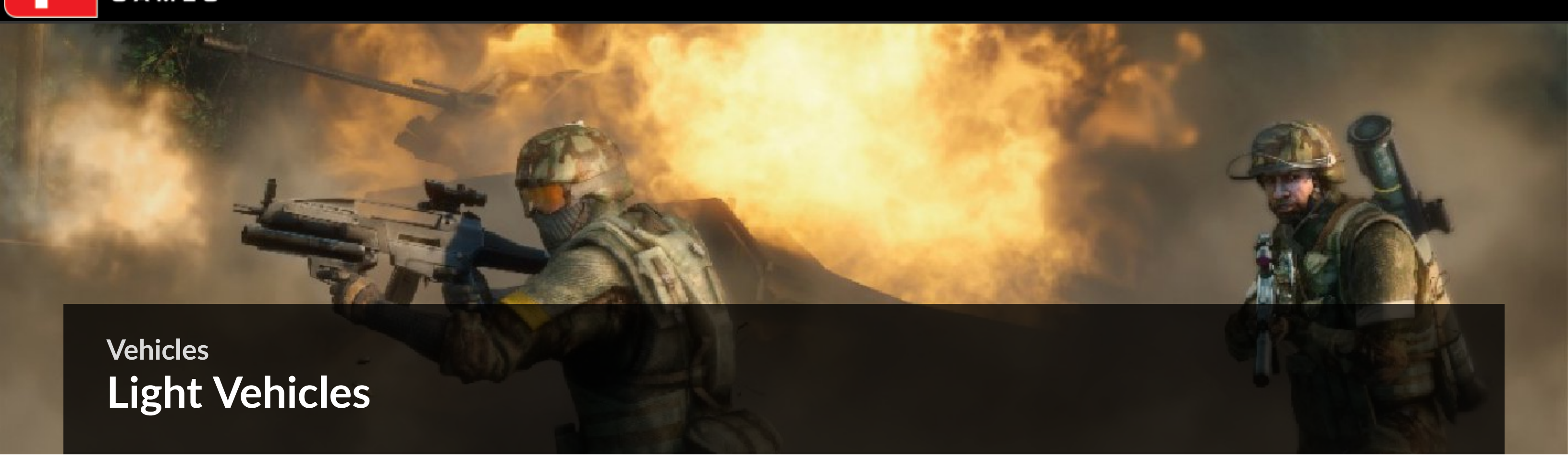
The weapon is effective against light vehicles and infantry too, but don't try to take out an enemy tank. The weapon can inflict light damage to heavy vehicles, but it's a fight you're unlikely to win.



Vehicles

One of the highlights of any Battlefield game are the vehicles. Nothing can be more entertaining than hopping into a tank and cruising across the landscape, laying waste to both enemy vehicles and structures alike.

Battlefield: Bad Company 2 continues this tradition and lets you hop aboard jeeps, tanks, helicopters, and boats to quickly move across the battlefield with tons of devastating firepower.



Vehicles

Light Vehicles

The light vehicles are the fastest land vehicles in the game, useful for rushing control points and M-COM stations at the start of a battle. But their light armor and exposed positions make them death traps if driven into heavy action.

Most explosive munitions can destroy these vehicles with one hit, killing everyone inside. Their greatest defensive asset is their speed and off-road capability.

To ensure survival, use these vehicles to traverse terrain on a map's periphery and stay away from heated battles near control points and M-COM stations.

Although these vehicles can attain high speeds on roads, most roads are used by larger and more deadly vehicles. Stay off road and out of sight. Such tactics are essential when staging raids on distant enemy-held control points or M-COM stations.

CAVJ

Nationality: U.S.

Speed: Very Fast

Armor: None

Light and fast off-road vehicle equipped with a 25mm automatic grenade launcher and a .50 caliber machine gun.

Vehicle Occupancy

Field Notes

The CAVJ is a somewhat rare vehicle, but well worth seeking out when available. The automatic grenade launcher is one of the most effective anti-infantry weapons in the game. It can also do a number on buildings. However, the vehicle offers no protection for its driver or passengers, so keep moving to avoid being picked off by opponents.

Seat	Position	Weapon
1	Driver	25mm Grenade Launcher
2	Gunner	.50 Caliber Machine Gun
3	Passenger	Troop Kit
4	Passenger	Troop Kit

COBR

Nationality: Russia

Speed: Fast

Armor: Light

Blast- and bullet-resistant medium troop transport armed with a turret-mounted .50 caliber machine gun.

Vehicle Occupancy

Field Notes

The COBR benefits from light armor, protecting the driver and its passengers from small arms fire. But despite its rugged appearance, this armored vehicle is still vulnerable to explosive munitions, so avoid direct contact with tanks and rocket launcher-firing enemies.

Seat	Position	Weapon
1	Driver	None
2	Gunner	.50 Caliber Machine Gun
3	Passenger	Troop Kit
4	Passenger	None

HUMV

Nationality: U.S.

Speed: Fast

Armor: Light

Ride of choice for the U.S. armed forces. Equipped with a .50 caliber machine gun in a 360-degree turret.

Vehicle Occupancy

Field Notes

The familiar HUMV is the most common light vehicle when playing as the U.S. The vehicle's body and doors can repel most small arms fire, but the windows leave the driver and passengers somewhat exposed. Consider keeping this vehicle back from the action and using its machine gun to engage enemy infantry and helicopters.

Seat	Position	Weapon
1	Driver	None
2	Gunner	.50 Caliber Machine Gun
3	Passenger	Troop Kit
4	Passenger	Troop Kit

QUAD

Nationality: U.S. and Russia

Speed: Very Fast

Armor: None

Ultra-light and nimble ATV. Unarmed except for the passenger's personal weapons.

Vehicle Occupancy

Field Notes

The new QUAD ATV is the fastest and most nimble of the ground vehicles, capable of zooming past enemy positions and traversing even the roughest terrain. The vehicle has no armor, however, leaving its driver and passenger positions completely exposed. Furthermore, the vehicle can be quickly destroyed by small arms fire, so keep moving and avoid areas of high enemy concentration.

Seat	Position	Weapon
1	Driver	None
2	Passenger	Troop Kit

Tip

The QUAD can perform some amazing jumps. Look for ramps and other sloped terrain to send this vehicle flying through the air.

VODN

Nationality: Russia

Speed: Fast

Armor: Light

Russian modular utility transport vehicle. Combat troop transport version with a 12.7mm machine gun.

Vehicle Occupancy

Field Notes

The VODN performs much like the HUMV, but has a slightly taller profile, making it a bit unstable on uneven terrain. Watch your speed, particularly when turning, otherwise you may roll the vehicle, forcing you to find another ride or continue your journey on foot.

Seat	Position	Weapon
1	Driver	None
2	Gunner	12.7mm Machine Gun
3	Passenger	Troop Kit
4	Passenger	Troop Kit

Tip

The hatch at the back of the VODN is open, allowing you to shoot the gunner in the torso and legs.

Light Vehicle Tactics

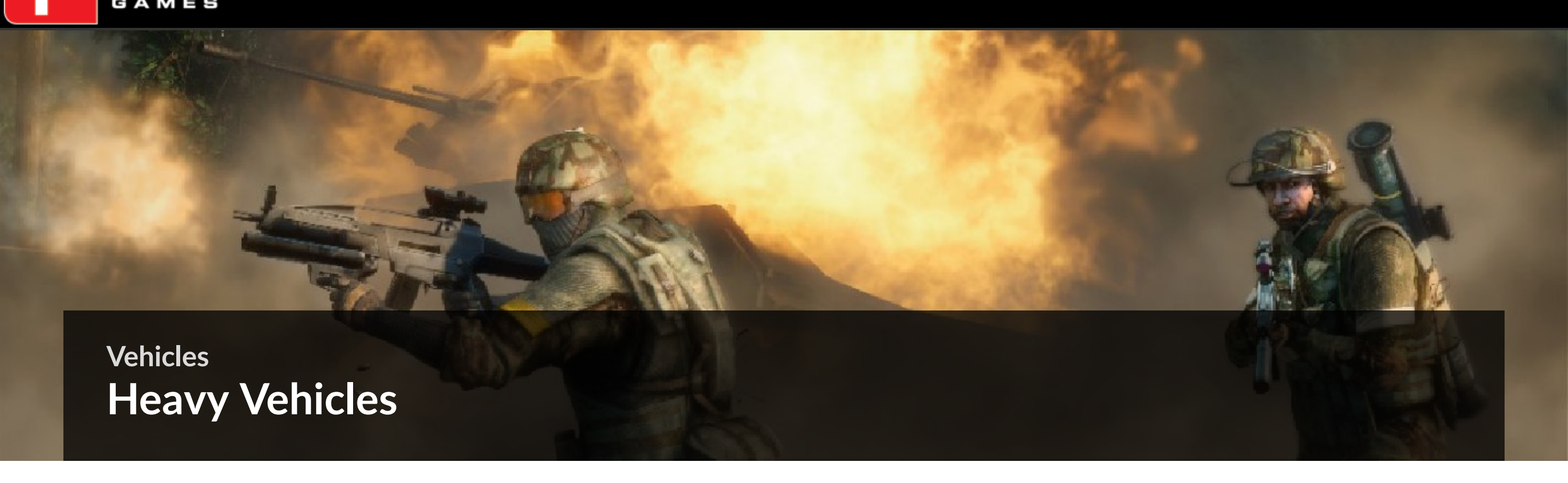
- The roof-mounted machine guns found on most of these vehicles are excellent anti-aircraft guns. Fire a steady burst of automatic fire at enemy helicopters to make them spin out of control.

- Think twice before loading your entire squad into one of these vehicles. All it takes is one hit from a tank or rocket launcher to destroy your ride, potentially killing your entire squad.

- Given their speed, the light vehicles are great for scoring road kills. Simply drive directly toward enemy troops at high speed and run them down before they can dash out of your way.

- Passengers in these vehicles can fire the weapons from their troop kits, but accurately targeting enemies out of a moving vehicle is tough. It's often better to save your ammo for when the vehicle reaches its destination.

- At the start of a battle, don't drive off in one of these vehicles until a few teammates hop inside. Stranding teammates at your base won't win you any fans. However, your squadmates can spawn into the vehicle if there are open seats.



Vehicles

Heavy Vehicles

Heavy vehicles consist of both tanks and Infantry Fighting Vehicles (IFVs). While tanks are still at the top of the food chain during ground combat, they're far from invincible.

Rockets fired by infantry and helicopters pose a big threat, as do other tanks. As usual, a tank's side and rear armor are the weakest.

For this reason, keep the front armor facing a threat at all times, especially when engaging other tanks. The rounds fired by a tank's main gun travel in an arc-like trajectory.

Compensate for range by elevating the barrel, aiming above your target. Use the horizontal lines on the tank's HUD to determine the proper elevation setting to score a hit.

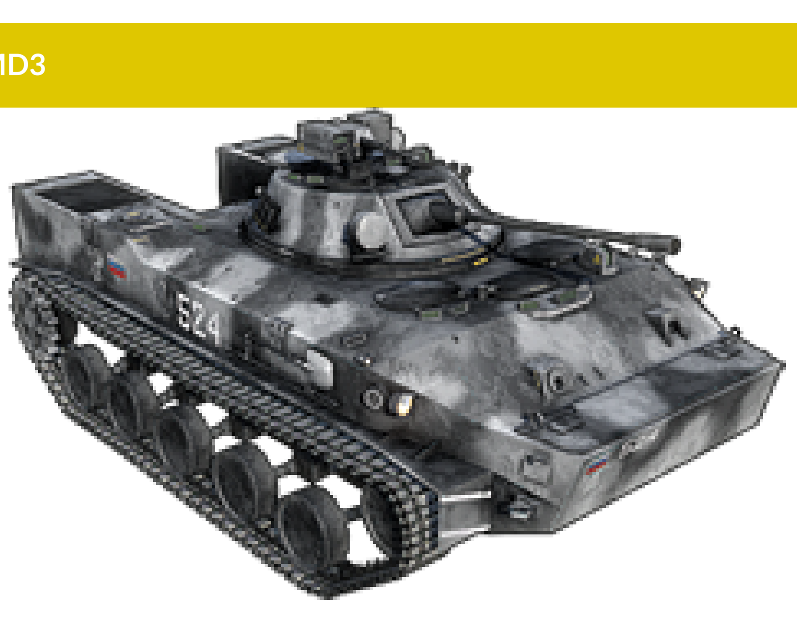
The IFVs are the most versatile vehicles in the game, sometimes referred to as light tanks. They lack the heavy armor of tanks, but still have a lot of firepower.

Their main weapon is an auto cannon, which fires high explosive rounds in quick succession as long as you hold down the fire button.

But the auto cannon can only fire six rounds before a new rack must be loaded, resulting in a brief interruption. The driver can also fire a powerful anti-tank missile equipped with a manual guidance system.

The IFVs also have a machine gun turret—the driver controls the auto cannon while the gunner controls the machine gun. There are also two passenger seats equipped with machine guns, making it ideal for hauling around your entire squad.

BMD3



Nationality: Russia

Speed: Moderate

Armor: Heavy

Russian Airborne IFV, well-armored and equipped with a 30mm auto cannon and a 12.7mm machine gun turret.

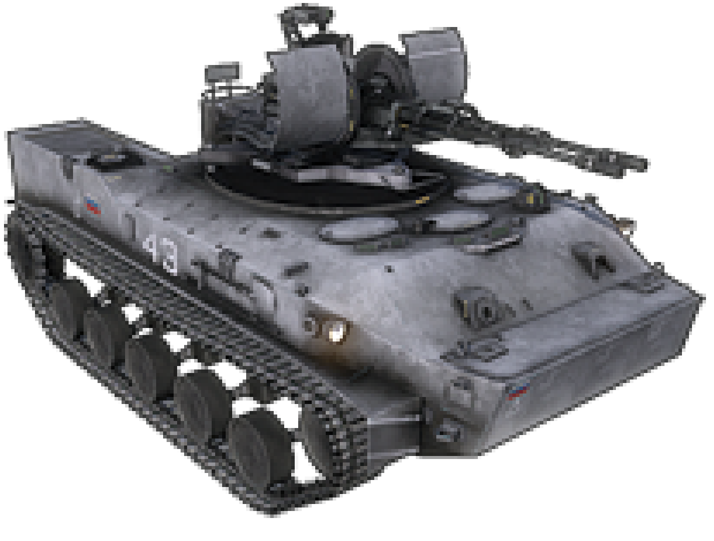
Vehicle Occupancy

Field Notes

The Russian BMD3 has a sleek, low profile when compared to its boxy American counterpart. This makes it a little easier to conceal the vehicle behind low hills and other pieces of cover. Hold back from the front lines and pepper enemy infantry (and helicopters) with the vehicle's auto cannon and machine gun.

Seat	Position	Weapon
1	Driver	30mm Auto Cannon/AT Missile
2	Gunner	12.7mm Machine Gun
3	Passenger	Machine Gun Port
4	Passenger	Machine Gun Port

BMD3AA



Nationality: Russia

Speed: Moderate

Armor: Heavy

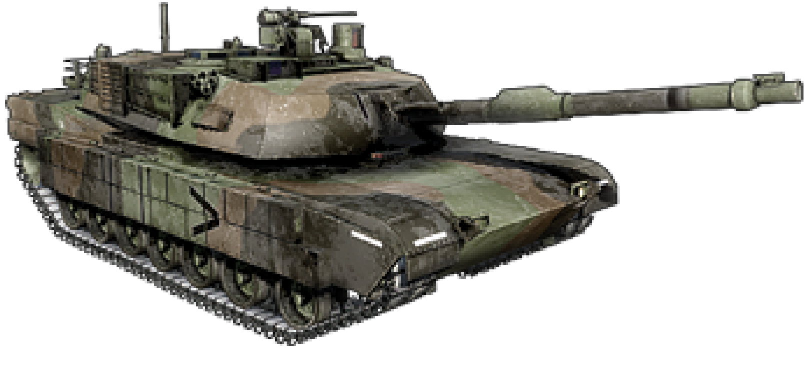
Anti-aircraft variant of the Russian Airborne IFV armed with an AA gun and a driver-operated grenade launcher. It seats four and provides two passenger side-mounted firing ports.

Vehicle Occupancy

Field Notes

This BMD3 variant is rare, but remains one of the most versatile vehicles in the game. In addition to driving, the driver also mans an automatic grenade launcher, useful for bombarding enemy infantry from long range. The gunner sits on top of the vehicle, controlling the anti-aircraft gun, useful for shooting down enemy choppers and UAVs. However, the gunner is completely exposed, so keep this vehicle behind the front lines and attack targets from long range.

M1A2



Nationality: U.S.

Speed: Slow

Armor: Very Heavy

The M1A2 is a third-generation Main Battle Tank (MBT), heavily armored and outfitted with a 120mm smoothbore cannon and a .50 caliber remote machine gun.

Vehicle Occupancy

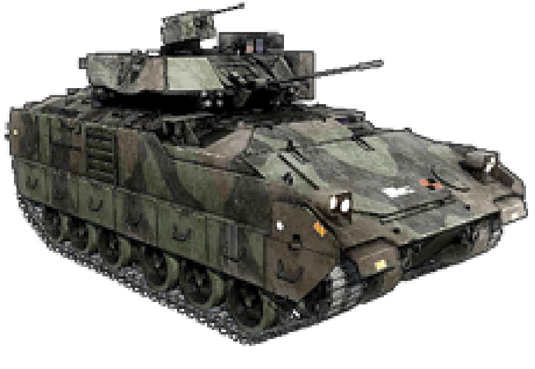
Field Notes

Powered by a turbine engine, the M1A2 sounds more like a jet than a tank, producing a distinct whining sound. The three green horizontal lines in the center of the tank's HUD can be used to gauge barrel elevation when firing at distant targets. But hitting targets at extreme ranges requires more guesswork, as there are no lines to reference. Fire a shot, watch where it lands, then either elevate or lower the barrel to zero-in on your target

Seat	Position	Weapon
1	Driver	120mm Cannon
2	Gunner	.50 Caliber Machine Gun

Seat	Position	Weapon
1	Driver	20mm Grenade Launcher
2	Gunner	Dual 30mm AA Cannon
3	Passenger	Machine Gun Port
4	Passenger	Machine Gun Port

M3A3



Nationality: U.S.

Speed: Moderate

Armor: Heavy

U.S. IFV, sometimes called a light tank. Armed with a 30mm auto cannon and .50 caliber gunner turret.

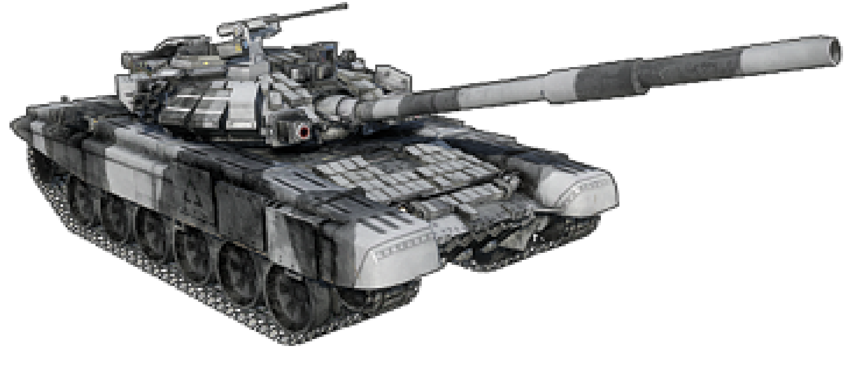
Vehicle Occupancy

Field Notes

The M3A3 performs almost identically to the Russian BMD3. However, the vehicle does have a slightly higher profile, making it a little harder to conceal. Furthermore, the vertical armor plating on the sides and rear make it more susceptible to heavy damage from armor-piercing rounds. Always be aware of your surroundings and keep the thick front armor facing the enemy.

Seat	Position	Weapon
1	Driver	30mm Auto Cannon/AT Missile
2	Gunner	.50 Caliber Machine Gun
3	Passenger	Machine Gun Port
4	Passenger	Machine Gun Port

T90R



Nationality: Russia

Speed: Slow

Armor: Very Heavy

Ultramodern Russian MBT equipped with advanced armor, a 125mm smoothbore gun, and a 12.7mm anti-aircraft machine gun.

Vehicle Occupancy

Field Notes

The T90R is well-balanced when countering the American M1A2 tank, but its HUD offers a bit more help when engaging targets at long range. Use the red vertical line beneath the tank's center crosshairs to better gauge barrel elevation. The horizontal notches on this line can be used as reference points when firing the main gun. If the first notch was too low, elevate your aim to the second notch, and so on.

Seat	Position	Weapon
1	Driver	125mm Cannon
2	Gunner	12.7mm Machine Gun

Heavy Vehicle Tactics

- Never charge into a group of enemy infantry. Both tanks and IFVs are well-armored, but they can't withstand more than two or three rocket hits, not to mention mines. Instead, hold back and engage infantry from a safe distance, where they can't sneak up behind you.

- Consider playing as an engineer when driving one of these vehicles. As you take damage, retreat, hop out, and use the repair tool to fix your ride. Better yet, have your engineer gunner get out and repair while you continue firing the main gun. This tactic gives you a huge advantage during tank duels.

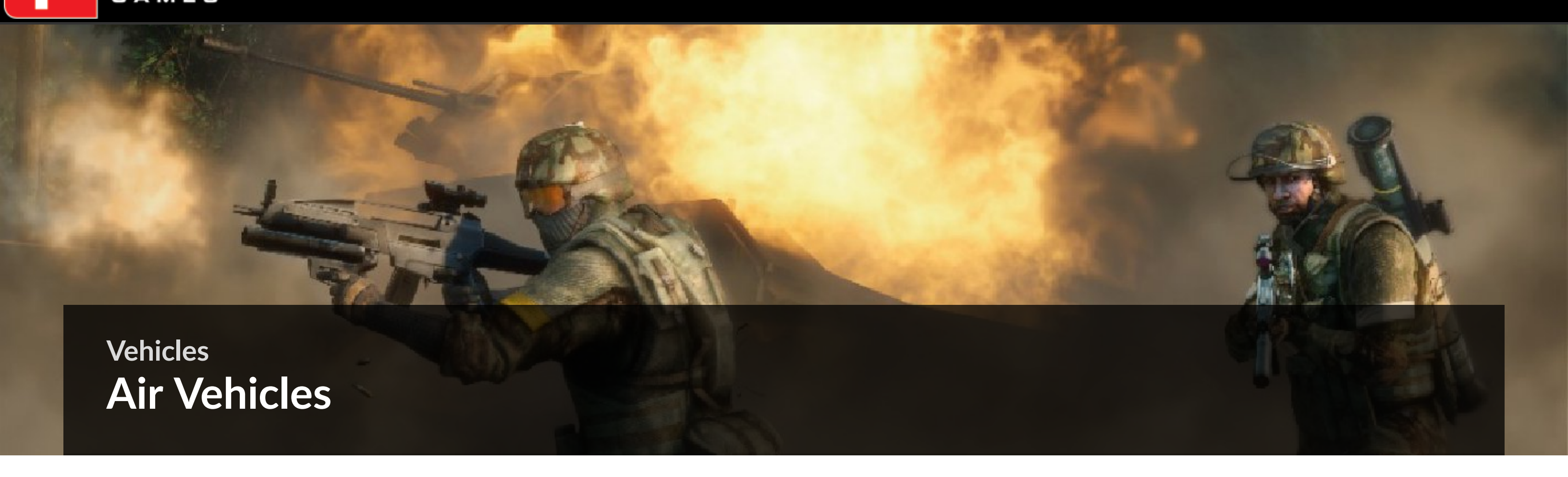
- Helicopters and UAVs are a tank's worst enemy. However, the machine gun turret is completely capable of taking out these threats. When counterattacking, stay on the move to prevent giving your opponent an easy target.

- When engaging a heavy vehicle, try to maneuver so you can score a side or rear hit, but be careful not to expose your own flanks in the process. If possible, hit the enemy armor at a perpendicular angle to maximize penetration. Glancing shots may deflect, causing significantly less damage.

- Be careful when transporting your entire squad in an IFV. A hit from a UAV's Hellfire missile could send your whole squad back to the respawn screen—and award the UAV pilot with four kills.

- When driving the BMD3 or M3A3, press the secondary fire button to launch an anti-tank missile. Once fired, the missile can be guided manually, just like the TOW2 or KORN. This is the IFV's most formidable weapon when facing off against an enemy tank. The missile is also effective against structures.

- The machine gun turrets on the tanks and IFVs have a zoom function, allowing for accurate long range kills. Park one of these vehicles several hundred meters back from the action and pick off infantry at a safe distance.



Vehicles

Air Vehicles

The air vehicles include attack helicopters, the AH60 transport helicopter, and the UAV. Helicopters allow you to cross the battlefield quickly without regards to terrain—just don't fly outside the area of operations.

In the case of attack helicopters, the pilot not only does the flying but can also fire rockets that are effective against vehicles, infantry, and even structures.

The gunner mans a chaingun in a chin turret that is good for attacking infantry and vehicles. But all helicopters (including the UAV) are vulnerable to heavy machine gun and rocket fire.

So when piloting a chopper, keep moving so it's difficult for the enemy to shoot you down.

AH60

Nationality: U.S.

Speed: Very Fast

Armor: Moderate

U.S. troop transport and utility helicopter armed with two 5.56mm miniguns, one on each side of the aircraft.

Vehicle Occupancy

Field Notes

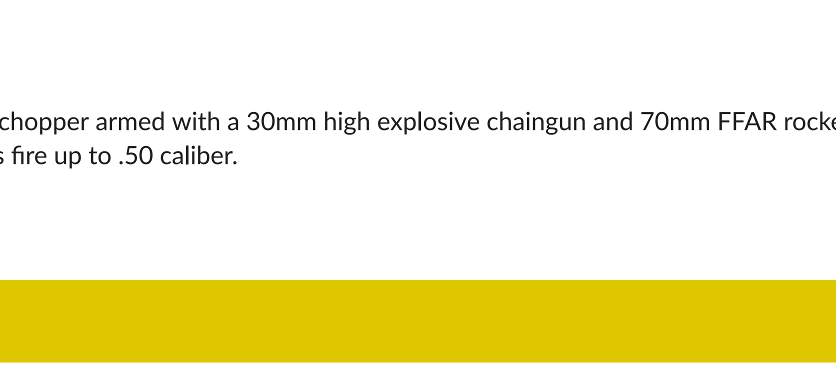
The AH60 is the only vehicle capable of carrying five players, making it ideal for transporting squads to any point on the battlefield. This is a good way to reach neutral control points or undefended M-COM stations at the beginning of a match. Instead of landing, have your passengers bail out and parachute down to the ground. The miniguns on the chopper's port and starboard sides are impressive offensive weapons, capable of eliminating infantry, light-skinned vehicles, and even structures. However, slowing down to give the gunners a better shot leaves the helicopter vulnerable to ground fire. So don't hover over enemy territory, or else you'll find yourself spinning out of control on an earthbound flight path.

Seat	Position	Weapon
1	Pilot	None
2	Gunner	5.56mm Minigun
3	Gunner	5.56mm Minigun
4	Passenger	Troop Kit
5	Passenger	Troop Kit

Tip

Engineers occupying the fourth and fifth positions can use their repair tool to repair the AH60 while it's in flight. This is a great way to rack-up repair points while keeping your ride airborne.

AH64



Nationality: U.S.

Speed: Very Fast

Armor: Moderate

U.S. Army anti-armor chopper armed with a 30mm high explosive chaingun and 70mm FFAR rockets. Aircraft skin resistant to small arms fire up to .50 caliber.

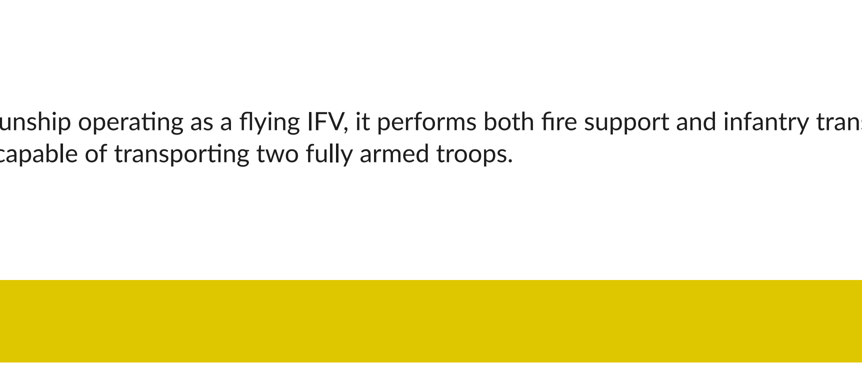
Vehicle Occupancy

Field Notes

The AH64 is the primary attack helicopter of the American forces. Always take off with a two-man crew to take advantage of the chopper's full complement of weapons. The rockets are great against tanks and other vehicles while the 30mm chaingun is effective against everything. When piloting, try to keep the chopper level and side-slip around the perimeter of the map, keeping the weapons facing toward your enemies.

Seat	Position	Weapon
1	Pilot	70mm FFAR Rockets
2	Gunner	30mm Chaingun

MI24



Nationality: Russia

Speed: Very Fast

Armor: Moderate

A large helicopter gunship operating as a flying IFV, it performs both fire support and infantry transport missions. It has a crew of two and is capable of transporting two fully armed troops.

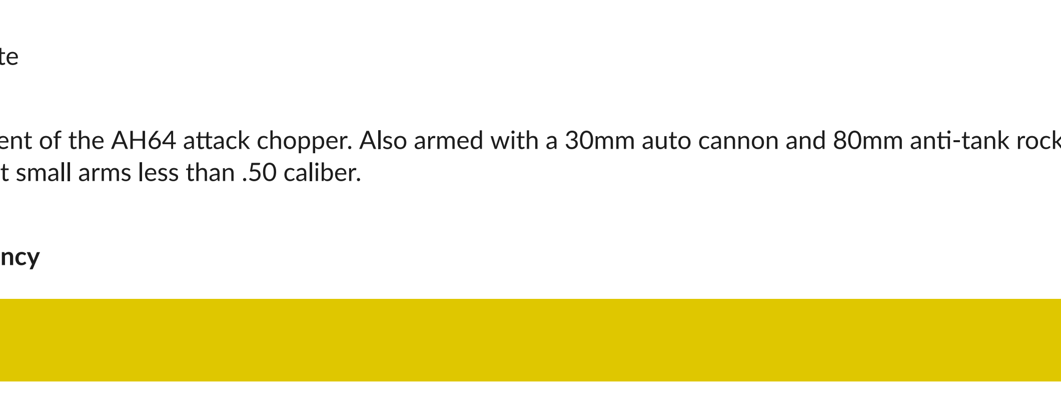
Vehicle Occupancy

Field Notes

The MI24 is a hybrid attack/transport helicopter. It can't fire rockets, but its chin-mounted turret is more than capable of wiping out enemy infantry and light-skinned vehicles. The MI24 can also carry two passengers in the cargo compartment, so load this chopper before taking off and use it to drop friendly troops over enemy territory.

Seat	Position	Weapon
1	Pilot	None
2	Gunner	30mm Auto Cannon
3	Passenger	Troop Kit
4	Passenger	Troop Kit

MI28



Nationality: Russia

Speed: Very Fast

Armor: Moderate

Russian equivalent of the AH64 attack chopper. Also armed with a 30mm auto cannon and 80mm anti-tank rockets. Armored against small arms less than .50 caliber.

Vehicle Occupancy

Field Notes

As expected, the MI28 performs similarly to the AH64, but the pilot's HUD layout is a bit different, providing a red targeting reticle for the rockets. Still, the rockets are unguided and most accurate when fired at close to intermediate range. Prioritize enemy tanks and IFVs to give your ground troops the upper hand.

Seat	Position	Weapon
1	Pilot	None
2	Gunner	30mm Auto Cannon

Note

The chin turrets in both attack helicopters experience a slight reload delay after firing a burst. This delay can be reduced significantly by equipping the Quick Reload Package vehicle specialization, allowing you to fire with minimal interruption.

UAV1

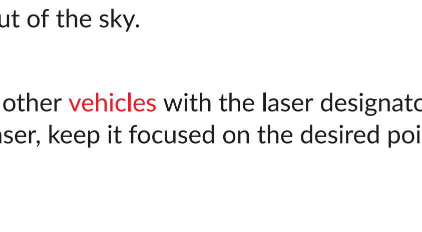
Nationality: U.S. and Russia

Speed: Fast

Armor: None

Vehicle Occupancy: None

Remote-controlled light air vehicle capable of guiding air strikes. Also has the possibility to be fitted with countermeasures and machine guns.



Field Notes

While UAVs aren't new to the Battlefield series, this is the first time you can control one. The UAV is little more than a remote-controlled helicopter fitted with an advanced camera and targeting system.

It's a very fragile aircraft, so keep it hidden behind hills, trees, or other forms of concealment as even pistol shots can knock this bird out of the sky.

Target tanks and other vehicles with the laser designator to initiate a Hellfire missile attack. Once you've "painted" the target with the laser, keep it focused on the desired point of impact until the missile steaks down from the sky and explodes.

After an air strike, seek cover until a new Hellfire comes online. The UAV is also great for tagging enemy infantry for your teammates to take out.

Tip

Unlock the Coaxial Machine Gun vehicle specialization to add a machine gun to the UAV and conduct high-speed strafing runs on enemy infantry.

Air Vehicle Tactics

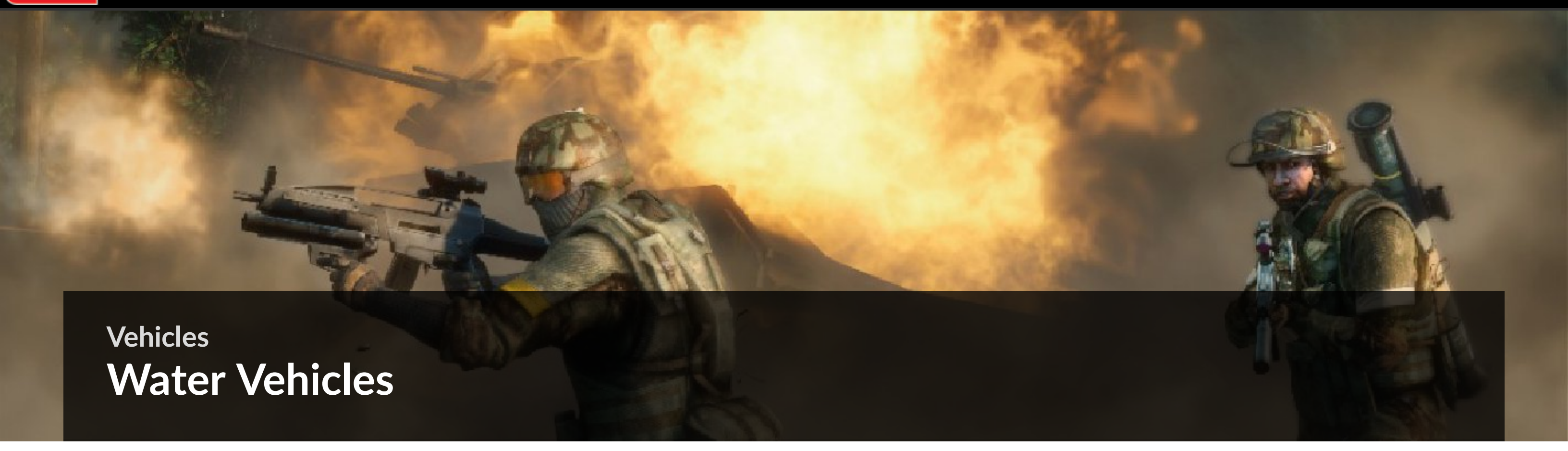
- Helicopters are valuable assets to any team, so take good care of them. If you take heavy damage, retreat and land at your base for repairs. Play as an engineer so you can make your own repairs with the repair tool. If you can't make it back to base, bail out before the chopper is destroyed and deploy your parachute before you hit the ground.

- It takes a few seconds for a chopper's rotor to spin up before take-off. Watch for enemies lurking about during these vulnerable seconds as you can die fast if you get hit with a rocket or tank round.

- The AH60 can be used to quickly capture control points during conquest matches. Hover over the flag to convert it. The more players onboard, the faster it will be captured. However, watch out for defenders below. A hovering chopper makes a juicy target.

- Use the AH60's miniguns to blow apart walls and rooftops. This is a great way to expose M-COM stations located inside buildings, making them vulnerable to attacks by friendly tanks and Hellfire strikes.

- The chin turrets on the AH64, MI24, and MI28 are absolutely devastating against infantry. So when piloting these choppers, try to give your gunner a stable firing platform to increase the weapon's accuracy. Instead of dipping the chopper's nose forward, fly laterally, keeping the nose pointed toward the enemy. Strafing left and right keeps the chopper moving while allowing your gunner to accurately engage enemy ground targets.



Vehicles

Water Vehicles

The water vehicles are used by both nationalities and often spawn near rivers and other large bodies of water. These aren't heavy assault vehicles as both the PWC and PBL can be destroyed by small arms fire.

Even worse, these watercraft provide no protection for their crew and passengers, therefore remain stealthy and out of harm's way.

Instead of staging frontal assaults, circumvent the enemy's main defenses and launch surprise raids on rear positions. Both vehicles can speed through shallow water without running aground, so hit the enemy where he least expects it.

PWC

Nationality: U.S. and Russia

Speed: Very Fast

Armor: None

Unarmed rapid insertion Personal Water Craft (PWC). Seats two for high-speed amphibious landings.

Vehicle Occupancy

Field Notes

The PWC is like the water version of the QUAD ATV, capable of rapidly transporting two soldiers across a body of water. Both the pilot and passenger are completely exposed, so avoid using this vehicle during frontal assaults. Also, avoid beaching the craft unless you have no intent of using it again.

Seat	Position	Weapon
1	Pilot	None
2	Passenger	Troop Kit

PBL

Nationality: U.S. and Russia

Speed: Fast

Armor: None

Light river patrol boat armed with fore and aft 20mm automatic grenade launchers.

Vehicle Occupancy

Field Notes

The Patrol Boat Light (PBL) is an impressive weapons platform thanks to its automatic grenade launchers. Stage attacks on coastal control points or M-COM stations and saturate enemy positions with a steady barrage of grenades. The boat is not armored and the crew positions are completely exposed. For best results, stay on the move to avoid getting hit by rockets and small arms fire.

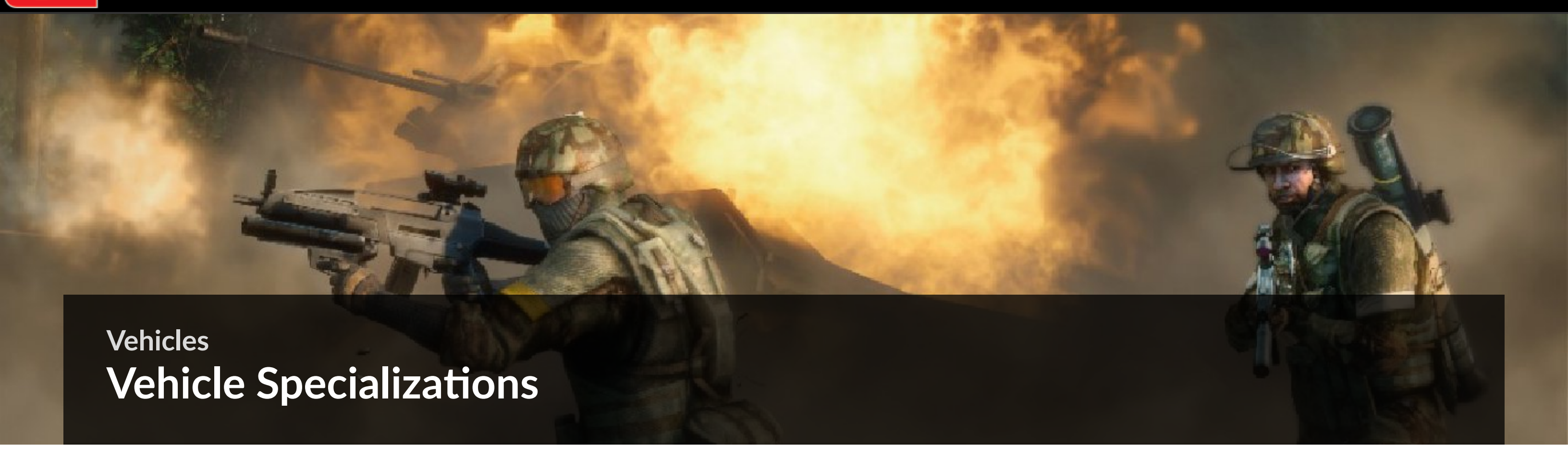
Seat	Position	Weapon
1	Pilot	None
2	Grenadier (Fore)	20mm Grenade Launcher
3	Grenadier (Aft)	20mm Grenade Launcher
4	Passenger	Troop Kit

Water Vehicle Tactics

- Don't bail out of a water vehicle unless it's absolutely necessary, otherwise you'll be forced to swim ashore. While swimming, you can't access your weapons, plus you're a tempting target for unsporting opponents.

- Water routes are often neglected, so make use of a map's waterways to launch flanking attacks. A PBL can quickly transport an entire squad to a distant location, effectively opening a new front.

- The PBL's grenade launchers are deadly at long range, but not very accurate. Still, you can hold back and bombard an enemy position at long range and score some kills, even if you can't see your opponents. The grenade launchers are also great for damaging M-COM stations—just don't pick a fight with a tank.



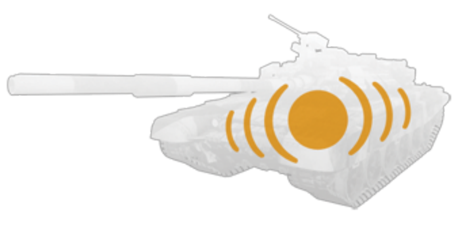
Vehicle Specializations

Every point earned while driving (or riding) in a vehicle boosts your vehicle score. Continue racking up points in vehicles to earn new specializations to boost your performance and add cool perks to your ride.

Vehicle specializations cannot be stacked by having multiple passengers equip the same bonus. For example, if both you and your passengers have the Hardened Armor package equipped, your vehicle only benefits from one of the specializations.

So discuss your specializations with your squad to ensure you're benefitting from different bonuses

Vehicle Motion Sensor



MP Unlock: 1,180 Vehicle Score

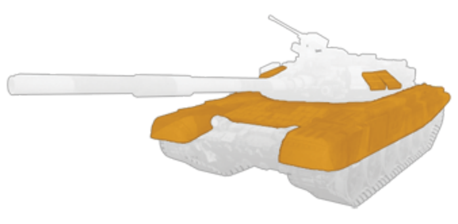
The next technological advancement in vehicle sensors, these enhanced tracking devices mark the position of enemy units in direct proximity of the vehicle and display them on the minimap. Added security when infantry support is unavailable.

Field Notes

The first unlocked vehicle specialization isn't great, but it's better than nothing. While equipped, keep an eye on your minimap to spot enemy units attempting to sneak up on your vehicle.

This can be useful to spot recon units trying to plant C4 on your ride. The sensor has a very limited range, so don't expect to reveal enemies beyond a few yards.

Hardened Armor



MP Unlock: 2,330 Vehicle Score

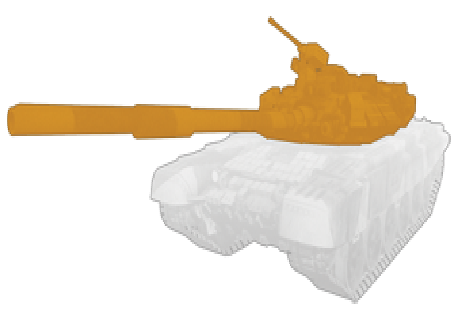
An armor upgrade package that enhances a vehicle's resistance to anti-armor munitions. This upgrade helps decrease the effects and damage of otherwise lethal hits.

Field Notes

Always consider equipping this specialization when driving a tank or piloting a helicopter. The added armor can make a huge difference during tank duels, giving you a significant advantage over your opponent.

The armor package also reduces the damage caused by incoming rockets and missiles. Of all the vehicle specializations, this is one of the best.

Extra Damage



MP Unlock: 3,650 Vehicle Score

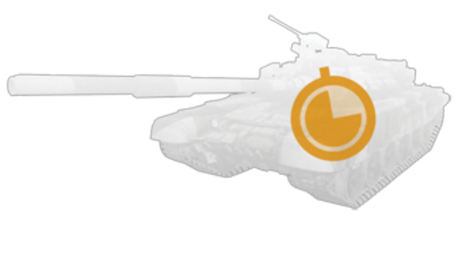
With hardened steel warheads and quick burn explosive compounds, this upgrade substantially increases the effectiveness of the vehicle's primary weapons.

Field Notes

This is another great specialization, boosting the damage output of each vehicle's weapon. Obviously, the already powerful tanks and helicopters benefit most from this specialization.

But it can come in handy when manning a heavy machine gun on a light vehicle too, especially if you're trying to shoot down pesky enemy helicopters.

Quick Reload Package



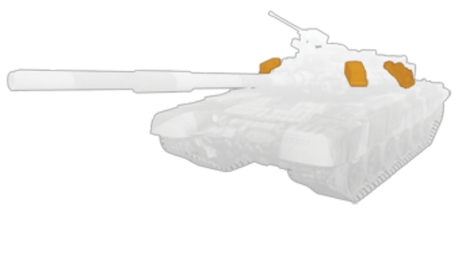
MP Unlock: 5,000 Vehicle Score

These enhanced ammunition racks diminish the time needed to reload the vehicle's primary weapons. It reduces the vulnerability to enemy attacks during reload stops.

Field Notes

The tanks, IFVs, and helicopters benefit most from this specialization. This significantly reduces the reload delay when firing the IFVs' auto cannons and the helicopters' chin turrets, but faster firing also makes a huge difference when tanks are locked in a heated duel.

Smoke Countermeasures Package



MP Unlock: 6,500 Vehicle Score

A smoke grenade system consisting of six launchers. When fired it generates a 360-degree smokescreen around the vehicle, obscuring equipment and personnel from aimed enemy fire.

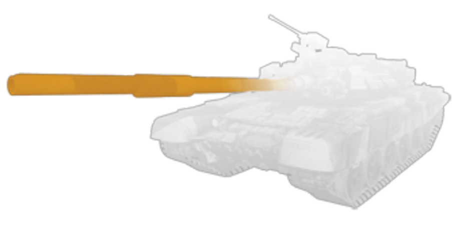
Field Notes

The smoke launcher is mapped to the driver's secondary fire button, instantly surrounding the vehicle in a cloud of white smoke.

This can be a good way to obscure your position, preventing enemy tanks and helicopters from accurately targeting your vehicle. However, the smoke won't stop incoming rounds.

For best results, pop smoke, then reverse, putting the cloud of smoke between you and your opponent. Deploying smoke also removes tracer darts planted to your vehicle, ideal for avoiding rockets when piloting a traced helicopter.

High-Power Optics Package



MP Unlock: 8,000 Vehicle Score

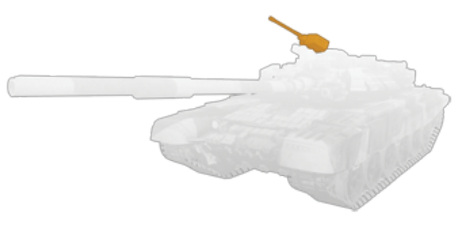
A high-power optics package that provides an armored vehicle driver the ability to engage and destroy targets from greater range. It effectively provides stand-off distance while still permitting accurate fire.

Field Notes

This specialization applies to the tanks and IFVs, mapping a zoom function to the secondary fire button. While this bonus is active, you can zoom in on distant targets and bombard them from long range.

However, be ready to elevate the barrel to compensate for gravity's effect on your munitions. The zoom function is particularly effective when piloting a helicopter or UAV.

Coaxial Machine Gun



MP Unlock: 9,500 Vehicle Score

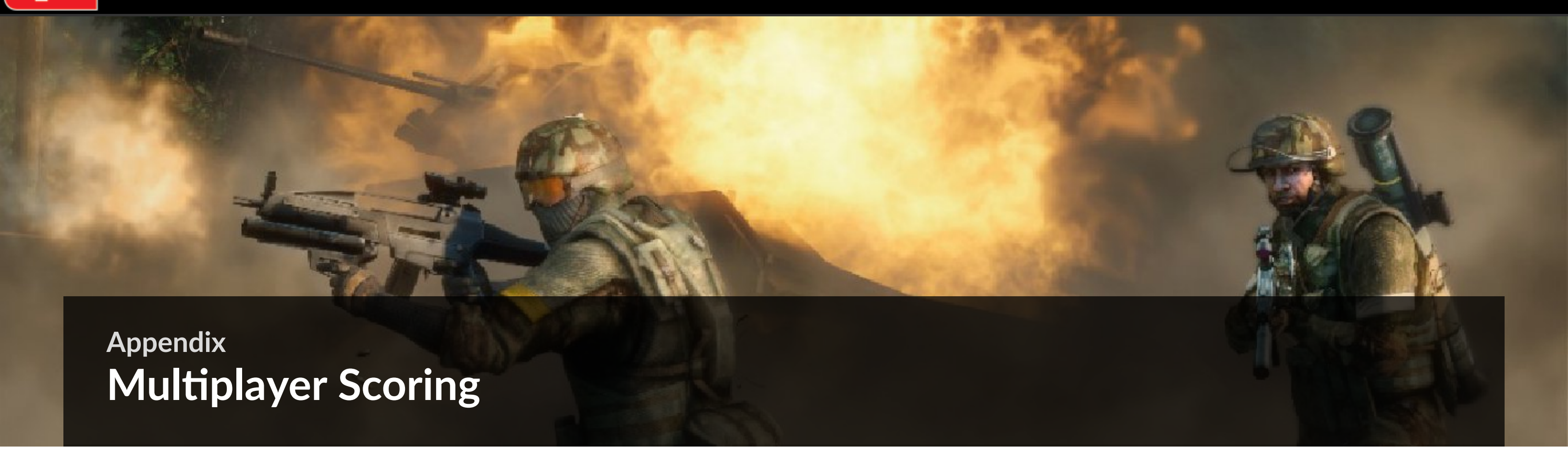
A weapons package that upgrades the targeting systems of vehicles and helicopters. Expands the range of targets the vehicle can successfully engage and destroy.

Field Notes

When driving a tank or flying a helicopter (including the UAV), this bonus adds a coaxial machine gun, mapped to the secondary fire button. This greatly enhances each driver's capability to take out infantry.

The machine gun is directly in line with the vehicle's primary weapon reticle, so simply aim and press the secondary fire button to unleash a barrage of bullets.

This is particularly effective on the UAV, giving it some onboard defensive capability. If playing as the gunner in an attack helicopter, use this specialization to fire tracer darts at enemy vehicles. Your pilot can then fire a Hellfire missile at your traced target.



Appendix

Multiplayer Scoring

Action	Description	Points
Kill	Kill an enemy.	50
Headshot	Kill with a headshot; bonus points added to kill score.	10
Marksman Headshot	Kill with a headshot at a distance greater than 100 meters; bonus point for every meter beyond.	30
Double Kill	Kill two enemies simultaneously; bonus points added to cumulative kill scores.	30
Triple Kill	Kill three enemies simultaneously; bonus points added to cumulative kill scores.	50
Multiple Kill	Kill four or more enemies simultaneously; bonus points added to cumulative kill scores.	100
Avenger Kill	Kill an enemy who recently killed a teammate.	50
Savior Kill	Kill an enemy who is hurting a teammate.	50
Kill Assist	Do damage to an enemy that someone else kills.	10
Critical Kill Assist	Do substantial damage to an enemy that someone else kills.	30
Spot Assist	A teammate kills an enemy you've tagged.	20
Parachute Kill	Get a kill while you are in a parachute.	30
Suicide	Kill yourself with explosives or by falling from great heights.	-10

Vehicle Kills

Action	Description	Points
Driver Kill Assist	While riding in a vehicle, your driver performs a kill.	30
Passenger Kill Assist	While driving/riding in a vehicle, a passenger performs a kill.	30
Vehicle Damage	Inflict damage to an occupied enemy vehicle.	30
Destroy Vehicle	Destroy a vehicle occupied (or recently occupied) by an enemy.	100
Destroy Vehicle Assist	Do damage to an enemy vehicle that someone else destroys.	30
Tracer Dart Plant	Plant a tracer dart on an untraced enemy vehicle with the tracer dart gun.	30
Trace Assist	A teammate damages a vehicle you've traced with the tracer dart gun.	10
Trace Kill Assist	A teammate destroys a vehicle you've traced with the tracer dart gun.	20

Kit Support

Action	Description	Points
Team Resupply	As assault, resupply a teammate with an ammo box.	10
Team Repair	As engineer, repair an occupied team vehicle with the power tool.	20
Team Heal	As medic, heal a teammate with a medkit.	10
Team Revive	As medic, revive a teammate with a defibrillator.	50
Motion Sensor Assist	As recon, a teammate kills an enemy spotted with a motion sensor you deployed.	20

Squad

Action	Description	Points
Squad Kill Assist	Do damage to an enemy that a squadmate kills.	20
Squad Critical Kill Assist	Do substantial damage to an enemy that a squadmate kills.	40
Squad Driver Kill Assist	While riding in a vehicle, one of your squadmates performs a kill as the driver.	50
Squad Passenger Kill Assist	While driving/riding in a vehicle, a squadmate performs a kill as a passenger.	50
Squad Resupply	As assault, resupply a squadmate with an ammo box.	20
Squad Repair	As engineer, repair a squad-occupied vehicle with the power tool.	30
Squad Heal	As medic, heal a squadmate with a medkit.	20
Squad Revive	As medic, revive a squadmate with a defibrillator.	80
Squad Motion Sensor Assist	As recon, a squadmate kills an enemy spotted with a motion sensor you deployed.	30
Squad Trace Damage Assist	A squadmate damages a vehicle you've traced with the tracer dart gun.	20
Squad Trace Kill Assist	A squadmate destroys a vehicle you've traced with the tracer dart gun.	40
Squad Attack Order	An active action (kill, etc.) is performed within an attack order radius.	30
Squad Defend Order	An active action (kill, etc.) is performed within a defend order radius.	30

Conquest

Action	Description	Points
Flag Capture	Capture an enemy/neutral flag.	80
Flag Capture Assist	Join a teammate capturing an enemy/neutral flag.	50
Flag Defense	Kill an enemy while the enemy is capturing your flag; bonus points added to kill score.	30

Rush and Squad Rush

Action	Description	Points
Objective Damage	As attacker, damage an M-COM station.	50
Objective Team Damage	As defender, damage your own M-COM station.	-10
Objective Destroyed	As attacker, destroy an M-COM station.	100
Team Objective Destroyed	As defender, destroy your own M-COM station.	-10
Objective Arm	As attacker, arm an M-COM station.	30
Objective Disarm	As defender, disarm an M-COM station.	30
Defensive Kill	As defender, kill an enemy near your M-COM station; bonus points added to kill score.	30
Crate Defend Kill	As defender, kill an enemy arming your M-COM station; bonus points added to kill score.	30
Crate Attack Kill	As attacker, kill an enemy disarming an M-COM station; bonus points added to kill score.	30

Note

As you can see, almost every action you perform in multiplayer earns you points. Your final score is broken up into several categories:

Assault Score: *Points earned while playing with the assault kit.*

Engineer Score: *Points earned while playing with the engineer kit.*

Medic Score: *Points earned while playing with the medic kit.*

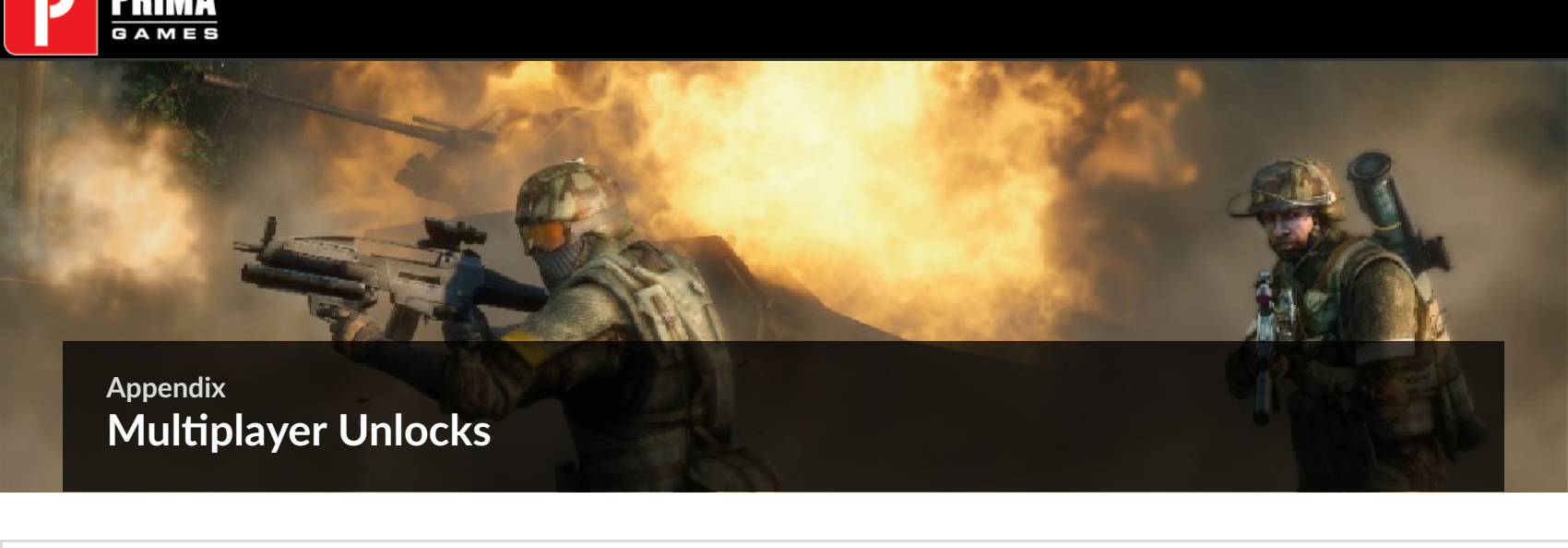
Recon Score: *Points earned while playing with the recon kit.*

Vehicle Score: *Points earned while driving or riding in a vehicle.*

Combat Score: *Cumulative score, adding all kit and vehicle scores.*

Award Score: *Points earned from pin and insignia awards.*

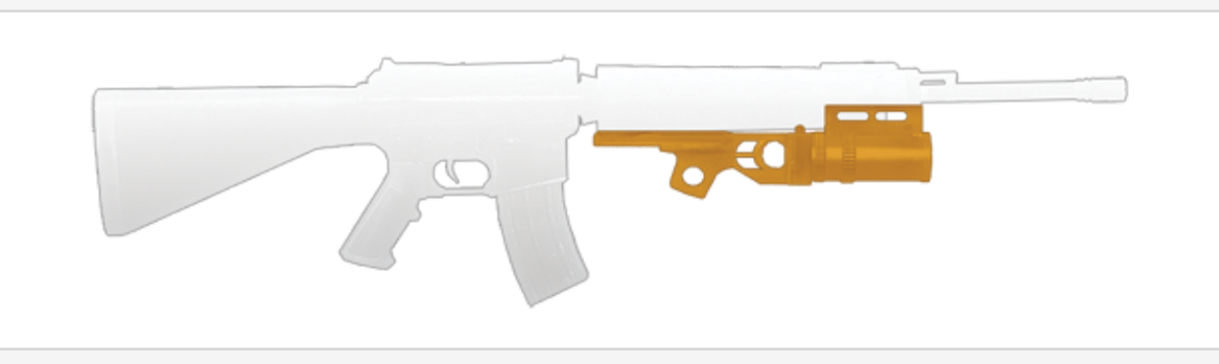
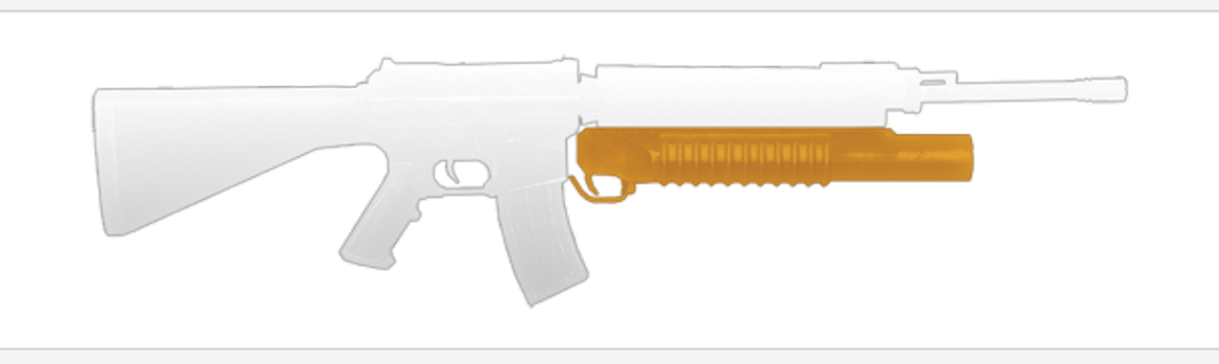
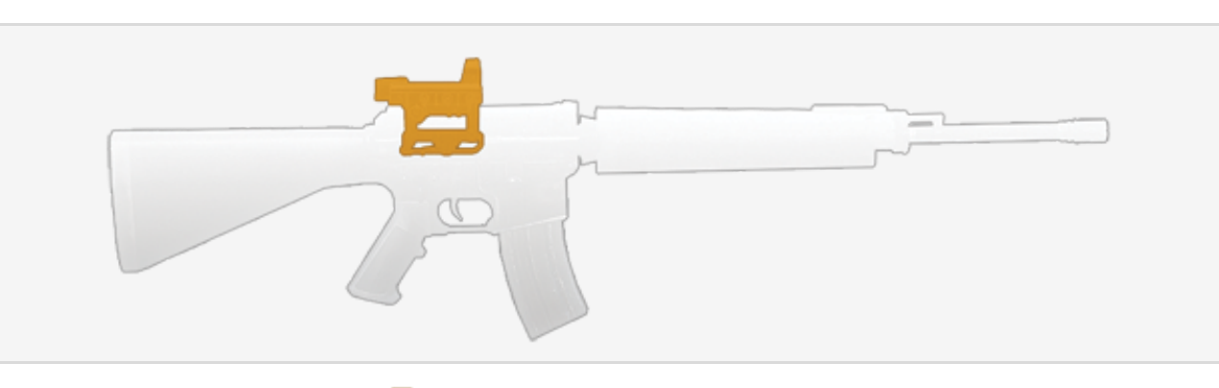
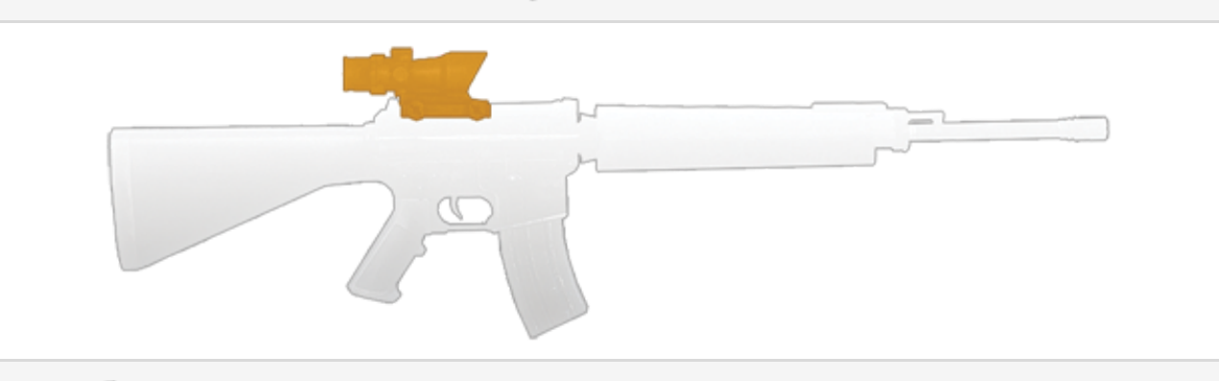
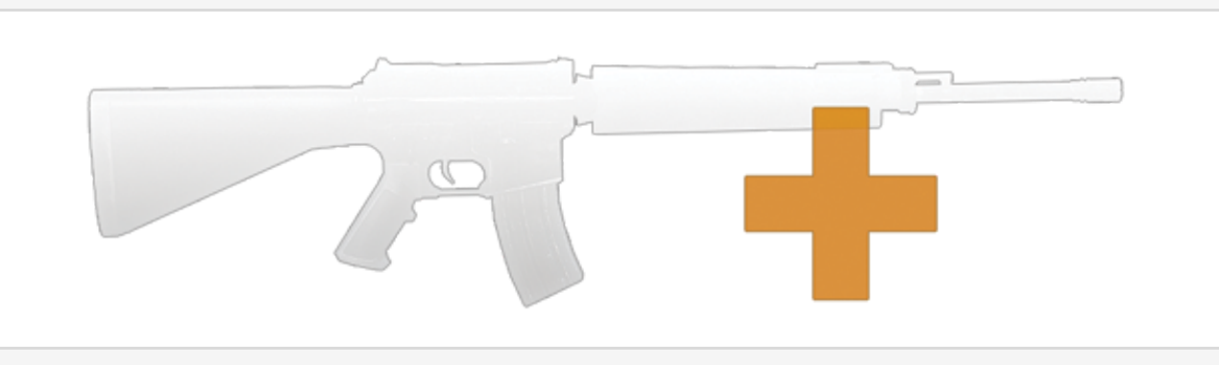
Global Score: *Your overall cumulative score, adding your combat and award scores.*



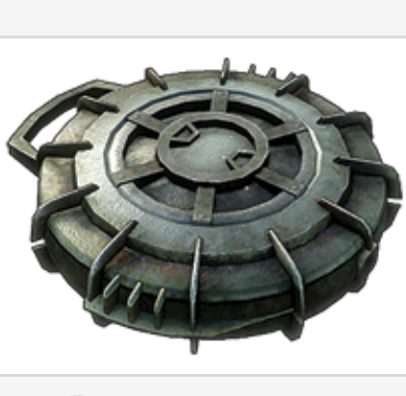
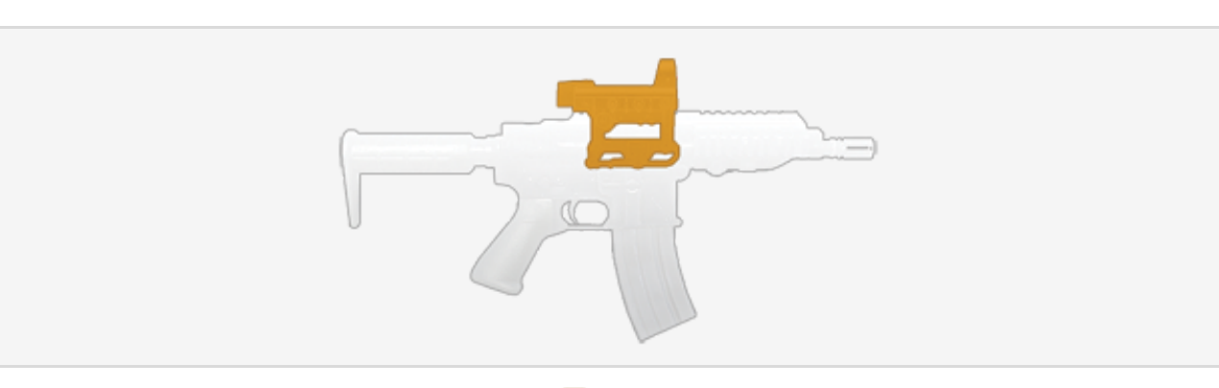
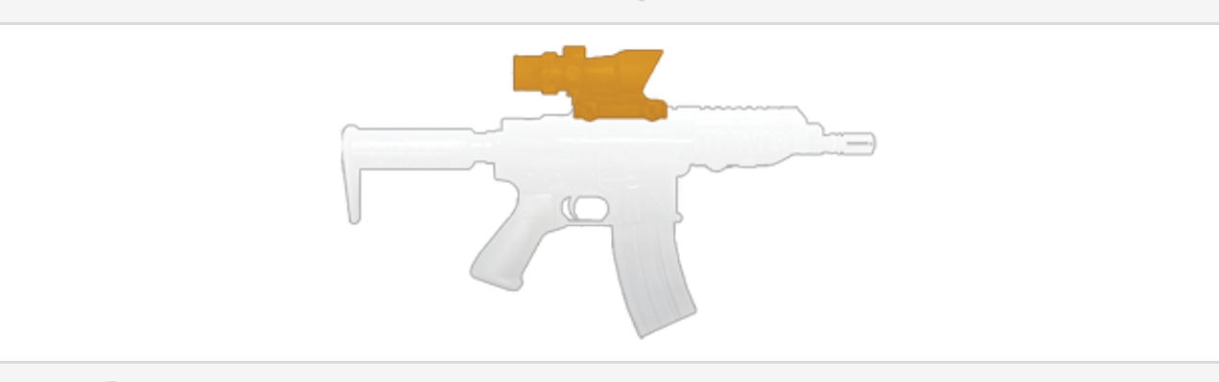
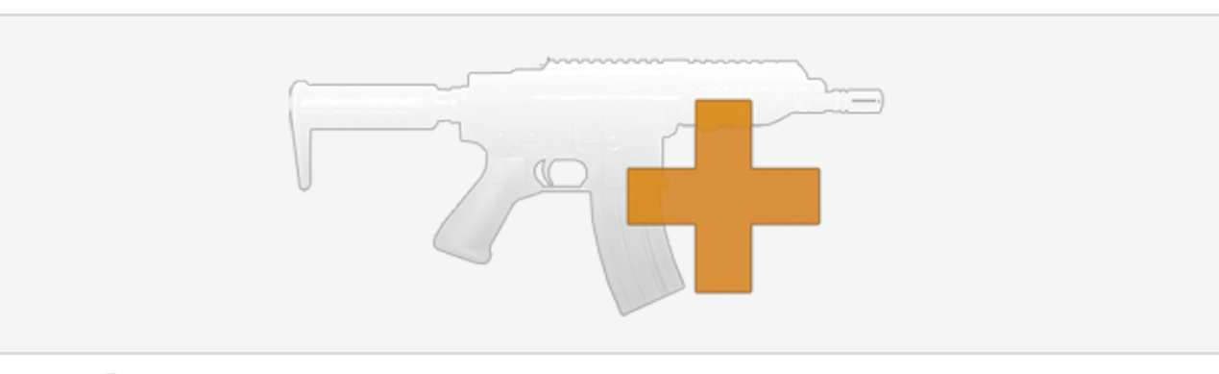
Appendix

Multiplayer Unlocks

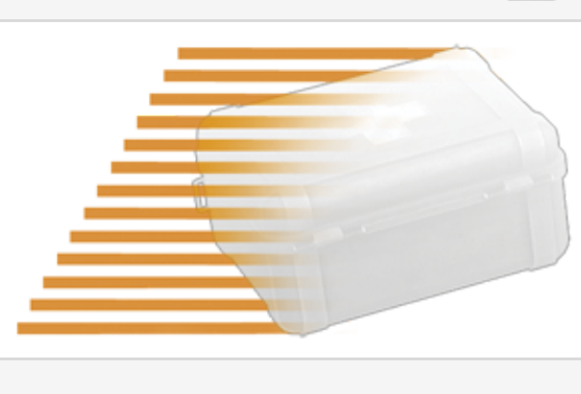
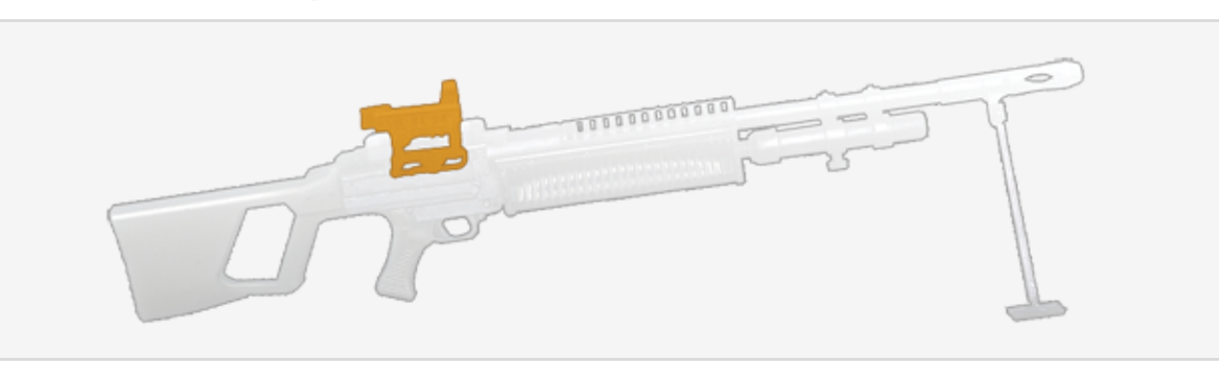
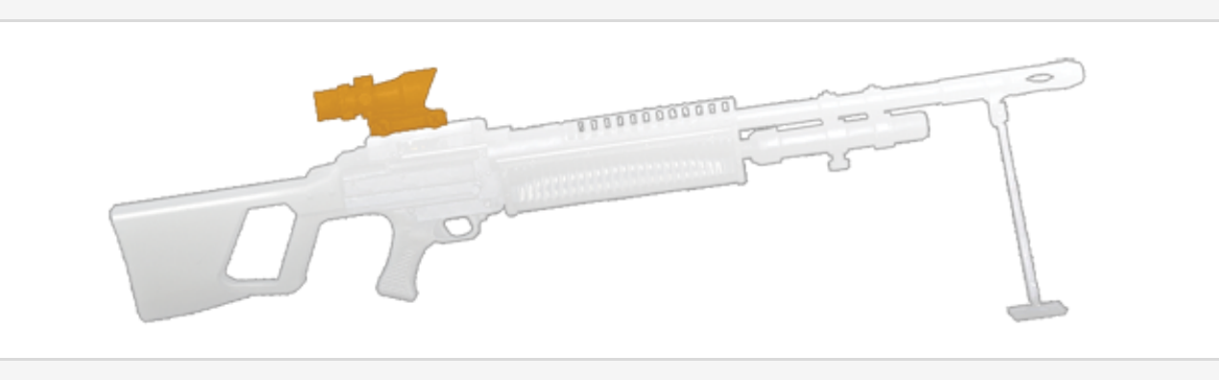
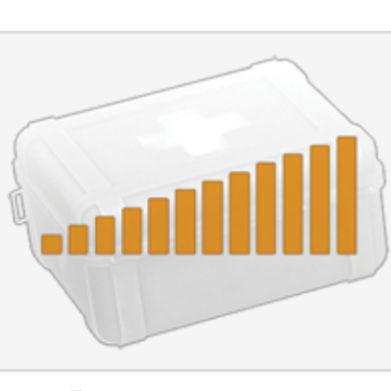
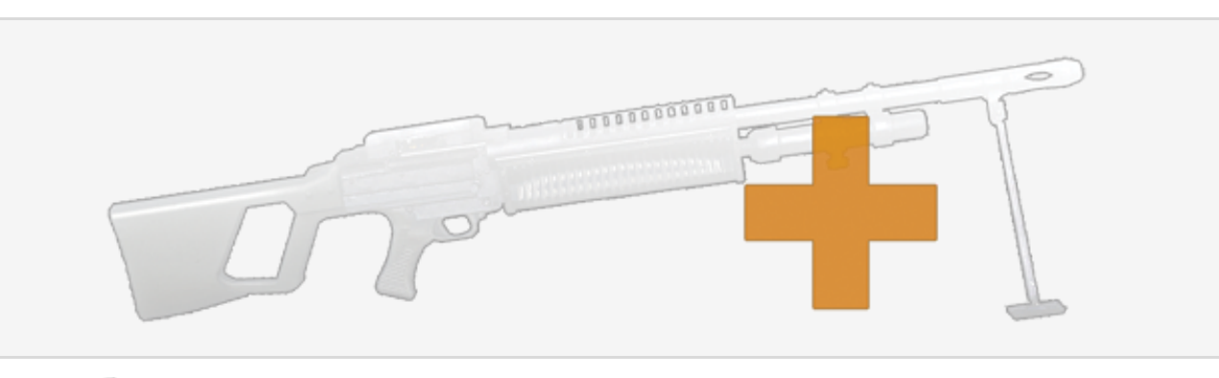
ASSAULT KIT UNLOCKS

Unlock	Name	Image	A S
1	Gadget: Ammo Box		11
2	Weapon: XM8 Prototype		30
3	Gadget: 40mm Smoke Launcher		54
4	Weapon: F2000 Assault		81
5	Gadget: 40mm Shotgun		10
6	Specialization: AR Red Dot Sight		13
7	Specialization: AR 4X Rifle Scope		17
8	Weapon: STG.77 AUG		20
9	Specialization: Marksman AR Training		23
10	Weapon: AN-94 Abakan		28
11	Weapon: M416		35
12	Weapon: M16A2		47

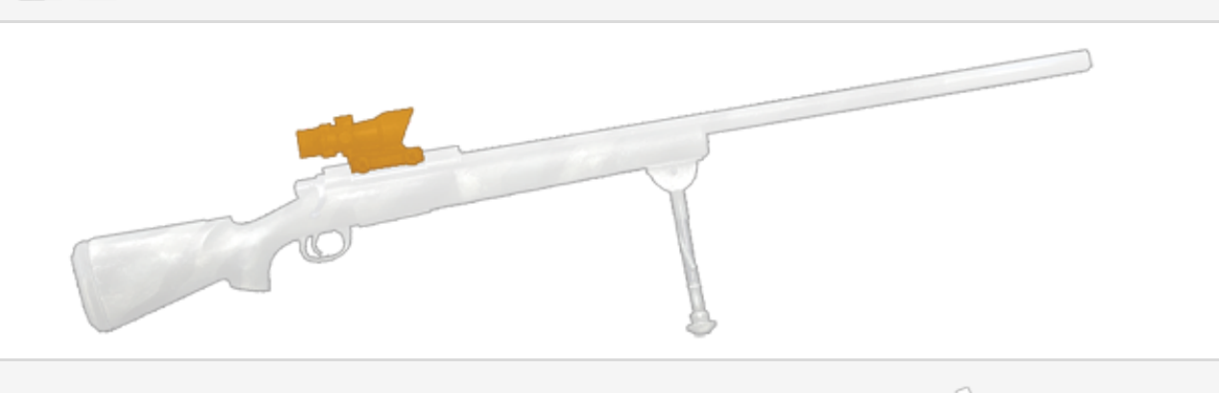
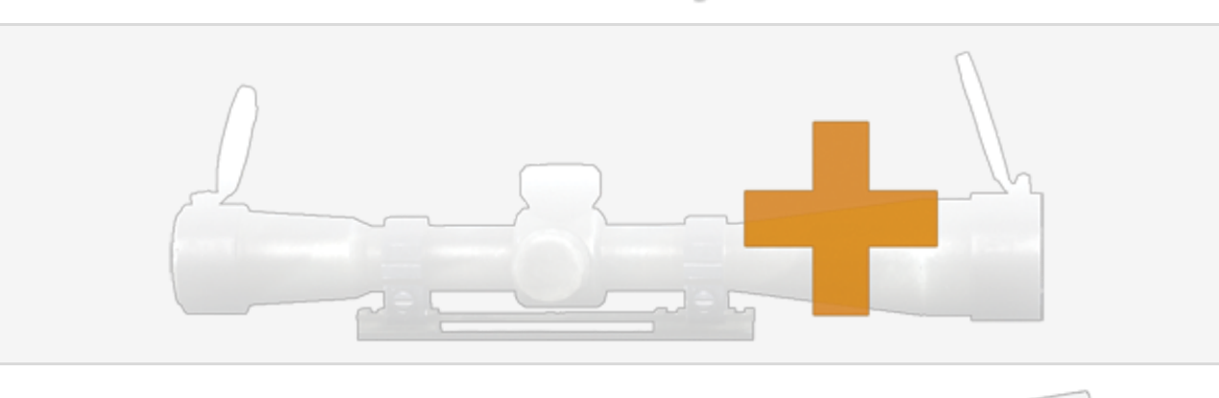
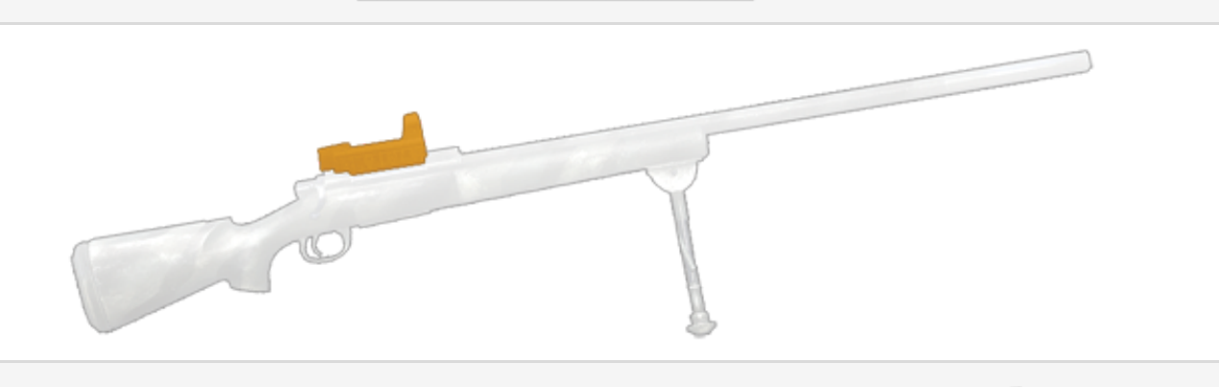
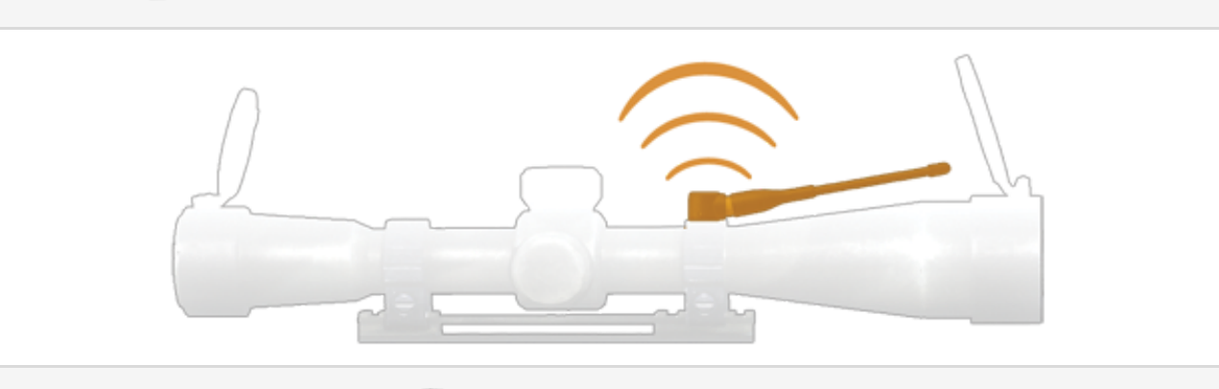
ENGINEER KIT UNLOCKS

Unlock	Name	Image	A S
1	Gadget: Repair Tool		10
2	Weapon: SCAR-L Carbine		25
3	Gadget: Anti-Tank Mine		43
4	Weapon: XM8 Compact		65
5	Gadget: M2CG		87
6	Specialization: SMG Red Dot Sight		11
7	Specialization: SMG 4X Rifle Scope		13
8	Weapon: AKS-74U Krinkov		16
9	Gadget: M136		18
10	Specialization: Marksman SMG Training		21
11	Weapon: Uzi		25
12	Weapon: PP-2000 Avtomat		32
13	Weapon: UMP-45		42

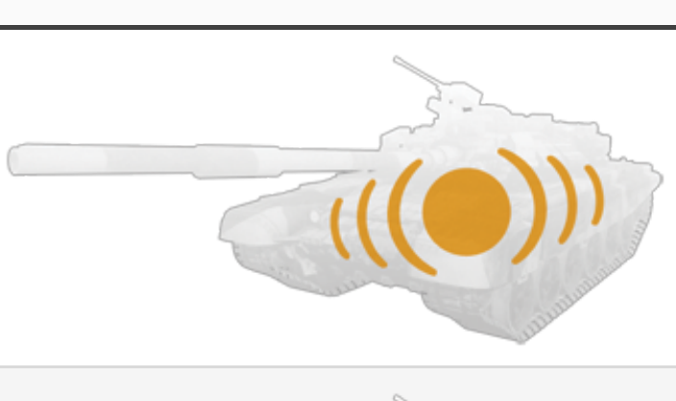
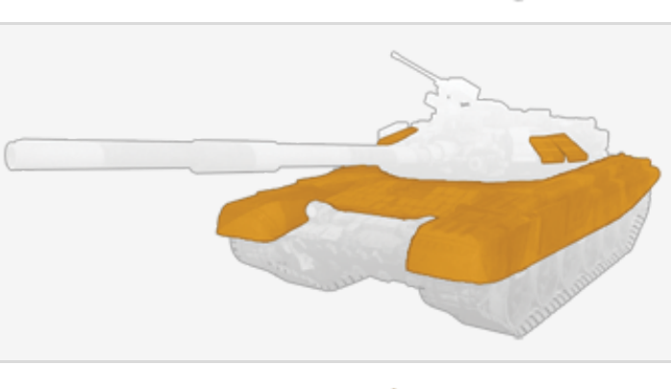
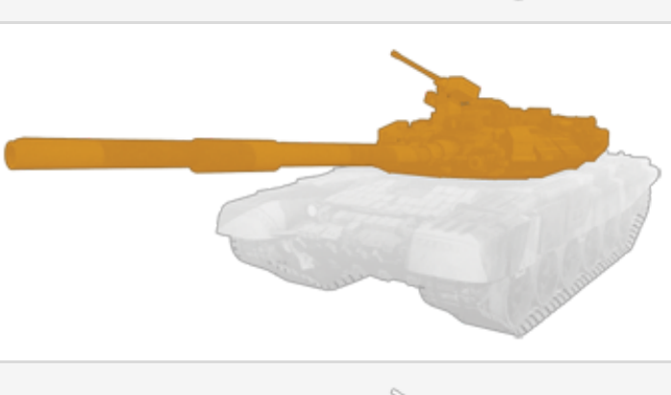
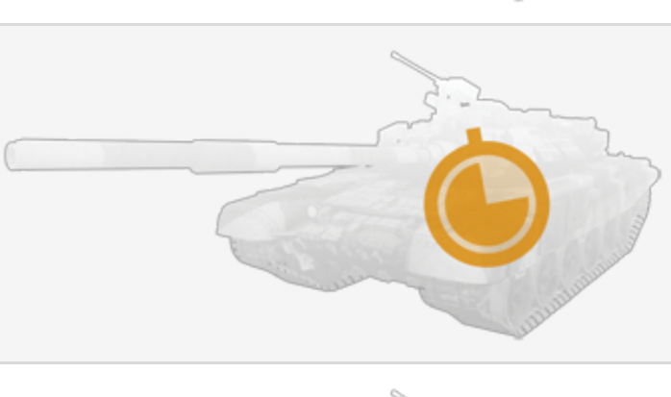
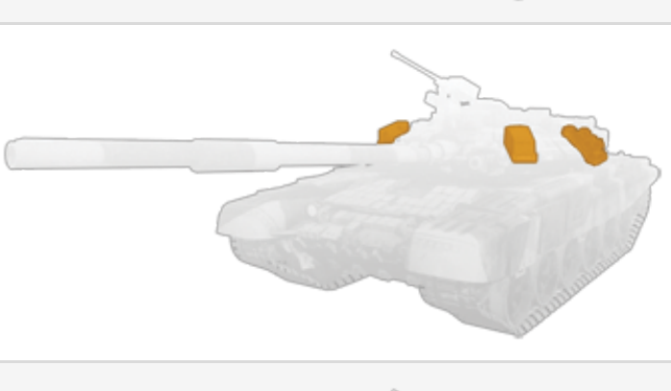
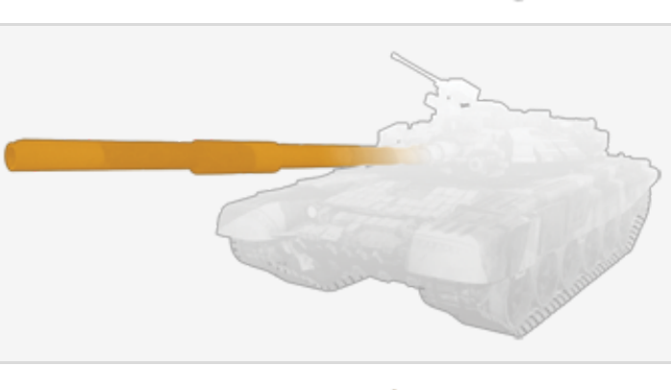
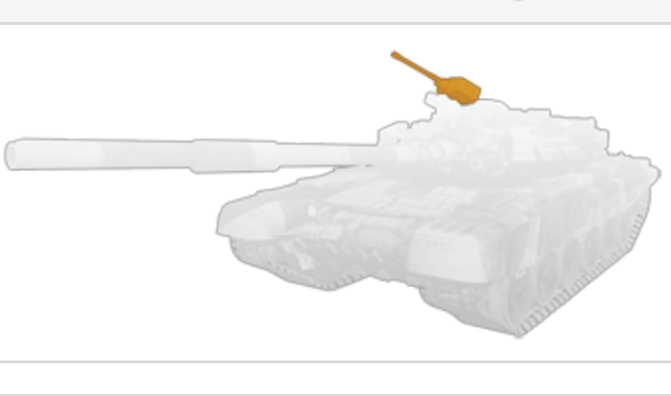
MEDIC KIT UNLOCKS

Unlock	Name	Image	A S
1	Gadget: Medic Kit		14
2	Weapon: M249 SAW		33
3	Gadget: Defibrillator		58
4	Weapon: Type 88 LMG		86
5	Specialization: Medic Kit Improved Heal		11
6	Specialization: LMG Red Dot Sight		14
7	Specialization: LMG 4X Rifle Scope		17
8	Specialization: Medic Kit Improved Range		21
9	Weapon: M60 LMG		24
10	Specialization: Marksman LMG Training		28
11	Weapon: XM8 LMG		33
12	Weapon: MG36		42
13	Weapon: MG3		56

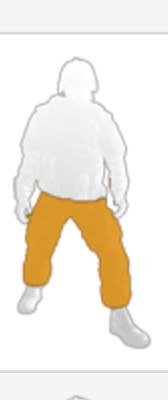
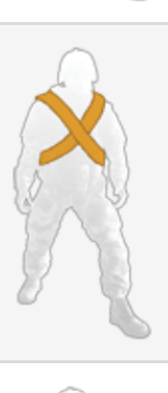
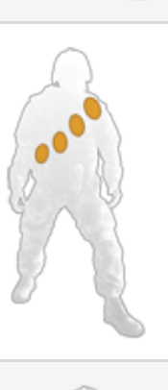
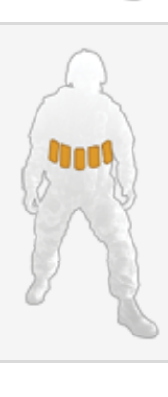
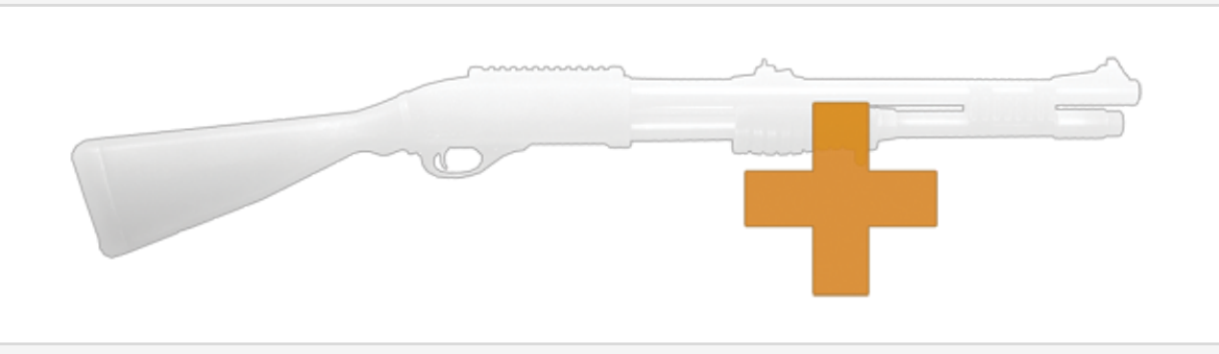
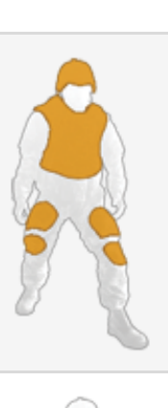
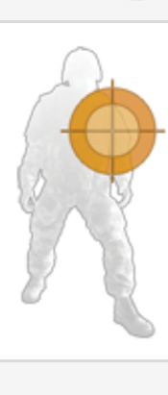
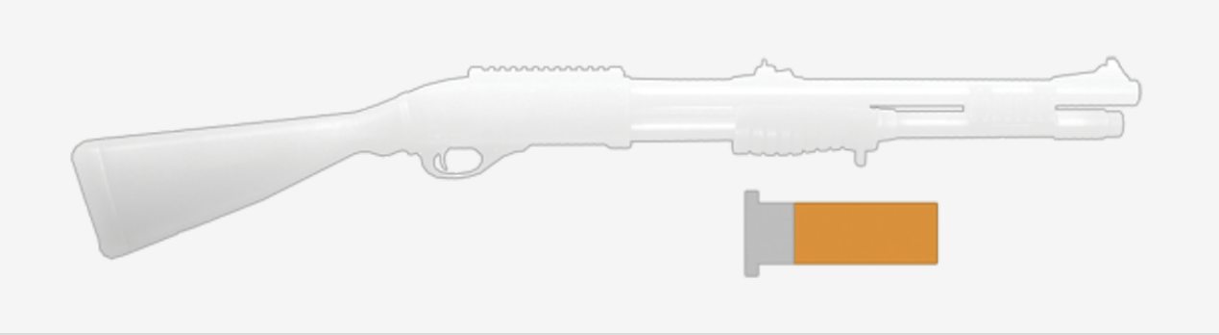
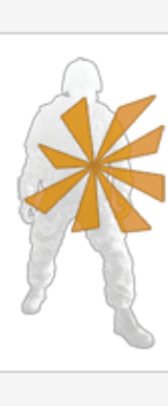
RECON KIT UNLOCKS

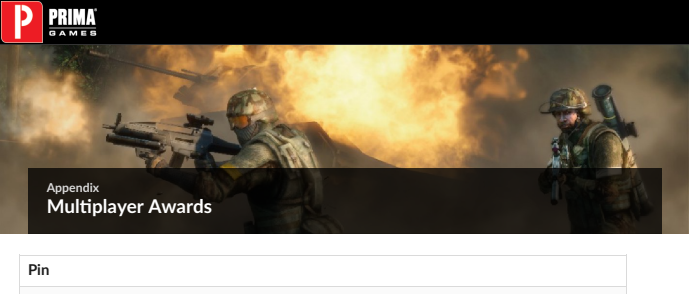
Unlock	Name	Image	A S
1	Gadget: Motion Sensor		86
2	Weapon: Type 88 Sniper		21
3	Gadget: Mortar Strike		39
4	Weapon: SV98 Snaiperskaya		59
5	Specialization: Sniper 4X Rifle Scope		79
6	Specialization: 12X High-Power Scope		10
7	Specialization: Sniper Red Dot Sight		12
8	Weapon: SVU Snaiperskaya Short		14
9	Gadget: Sniper Spotting Scope		17
10	Weapon: GOL Sniper Magnum		20
11	Weapon: VSS Snaiperskaya Special		25
12	Weapon: M95 Sniper		34

VEHICLE SPECIALISATION UNLOCKS

Unlock	Name	Image
1	Vehicle Motion Sensor	
2	Hardened Armor	
3	Extra Damage	
4	Quick Reload Package	
5	Smoke Countermeasures Package	
6	High-Power Optics Package	
7	Coaxial Machine Gun	

ALL KIT UNLOCKS

Unlock	Name	Image	A S
1	Weapon: 870 Combat		68
2	Weapon: Saiga 20K Semi		10
3	Weapon: MP-443 Grach		18
4	Weapon: WWII M1911 .45		28
5	Specialization: Lightweight Combat Equipment		39
6	Specialization: Ammo Hip Bandolier		53
7	Specialization: Grenade Vest		67
8	Specialization: Explosive Leg Pouch		83
9	Specialization: Extended Shotgun Magazine		10
10	Weapon: WWII M1A1 Thompson		11
11	Weapon: Tracer Dart Gun		13
12	Weapon: MP-412 Rex		15
13	Weapon: M93R Burst		17
14	Specialization: Ceramic Body Armor		20
15	Specialization: Magnum Ammo		22
16	Specialization: 12-Gauge Slugs		24
17	Specialization: Improved Demolitions		27
18	Weapon: SPAS-12 Combat		29
19	Weapon: M14 MOD 0 Enhanced		32
20	Weapon: Neostead 2000 Combat		34
21	Weapon: USAS-12 Auto		37
22	Weapon: G3		40



Multiplayer Awards

Pin

PIN	NAME	CRITERIA	POINTS
	Assault Rifle Efficiency Pin	In a round, kill 6 enemies with assault rifles	100
	Grenade Launcher Efficiency Pin	In a round, kill 4 enemies with grenade launchers	100
	Sniper Rifle Efficiency Pin	In a round, kill 6 enemies with sniper rifles	100
	Handgun Efficiency Pin	In a round, kill 4 enemies with handguns	100
	Shotgun Efficiency Pin	In a round, kill 4 enemies with shotguns	100
	Rocket Launcher Efficiency Pin	In a round, kill 4 enemies with rocket launchers	100
	Light Machine Gun Efficiency Pin	In a round, kill 6 enemies with light machine guns	100
	Submachine Gun Efficiency Pin	In a round, kill 6 enemies with submachine guns	100
	Emplacement Efficiency Pin	In a round, kill 4 enemies with stationary weapons	100
	Explosive Efficiency Pin	In a round, kill 3 enemies with explosives	100
	Melee Efficiency Pin	In a round, kill 3 enemies with melee weapons	200
	Anti-Vehicle Efficiency Pin	In a round, destroy 4 enemy vehicles	100
	Combat Efficiency Pin	In a round, reach a kill streak of 5	100
	Combat Excellence Pin	In a round, reach a kill streak of 7	200
	Kill Assist Pin	In a round, do 6 kill assists	100
	Savior Pin	In a round, do 2 savior kills	100
	Avenger Pin	In a round, do 2 avenger kills	100
	Marksman Pin	In a round, do 4 headshots	100
	Ace Pin	In a round, be the best player	200
	Gold Squad Pin	In a round, be part of the best squad	200
	Nemesis Pin	In a round, kill an enemy 4 times	200
	Payback Pin	In a round, kill your nemesis	200
	Squad Member Pin	In a round, obtain one attack and one defend order	100
	Wheels of Hazard Pin	In a round, do 3 road kills with any vehicle	200

Vehicles

PIN	NAME	CRITERIA	POINTS
	Car Warfare Pin	In a round, kill 4 enemies with cars	100
	Tank Warfare Pin	In a round, kill 6 enemies with tanks	100
	Naval Warfare Pin	In a round, kill 4 enemies with sea vehicles	100
	Air Warfare Pin	In a round, kill 6 enemies with air vehicles	100

Game Mode Pins

PIN	NAME	CRITERIA	POINTS
	M-COM Attacker Pin	In a round, blow up 3 M-COM stations	100
	M-COM Defender Pin	In a round, defend 6 M-COM stations	100
	Rush Winner Pin	Win a Rush round	100
	Conquest Winner Pin	Win a Conquest round	100
	Squad Deathmatch Winner Pin	Win a Squad Deathmatch round	100
	Squad Rush Winner Pin	Win a Squad Rush round	100
	Flag Attacker Pin	In a round, capture 3 flags	100
	Flag Defender Pin	In a round, defend 6 flags	100

Item Pins

PIN	NAME	CRITERIA	POINTS
	Resupply Ops Pin	In a round, do 6 resupplies	100
	Surveillance Ops Pin	In a round, do 4 motion sensor assists	100
	Medical Ops Pin	In a round, do 4 revives	100
	Maintenance Ops Pin	In a round, do 6 repairs	100

Insignias

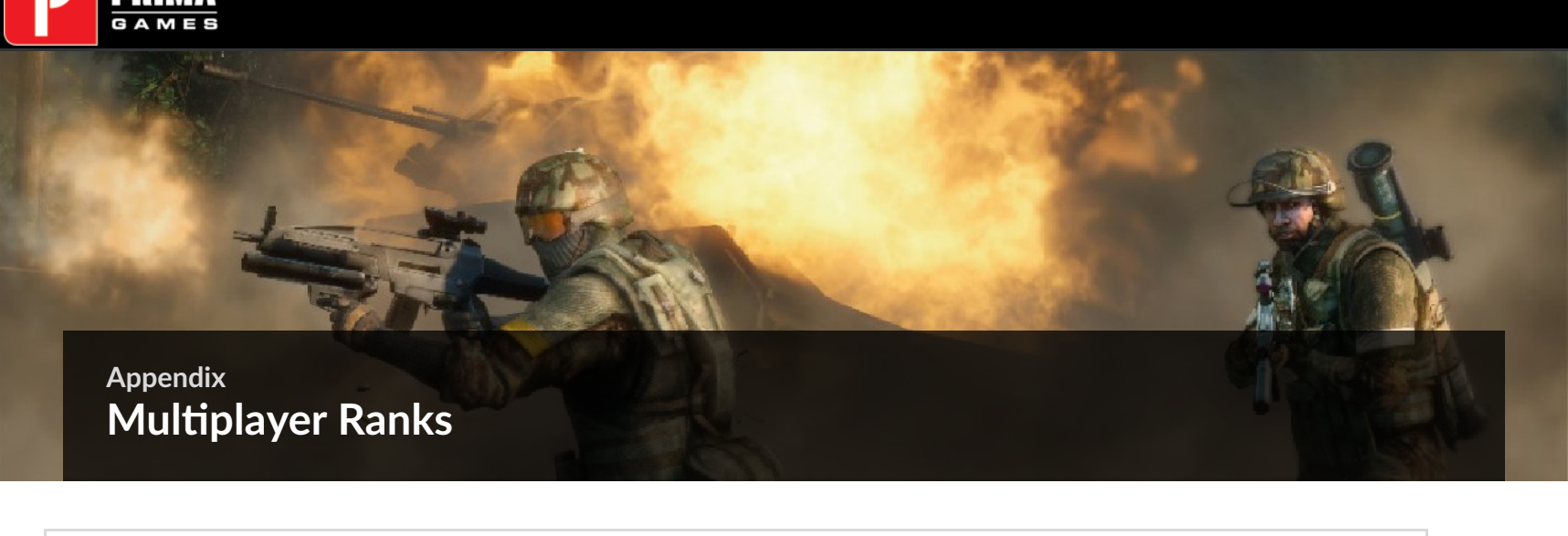
INSIGNIA	NAME	CRITERIA	POINTS
	Elite Marksman Combat	500 headshots	10000
	Distinguished Sidearm Combat	100 kills with pistols	5000
	Distinguished Grenade Combat	100 kills with grenades	5000
	Distinguished Melee Combat	In a round, 5 kills with knife	5000
	Elite Melee Combat	200 kills with knife	10000
	Distinguished Anti-Vehicle Combat	500 vehicles destroyed	5000
	Long Service Assault Weapons Combat	500 kills with assault rifles	5000
	Long Service Support Weapons Combat	500 kills with light machine guns	5000
	Anti-Vehicle Combat	200 vehicle damages	5000
	Long Service Radio Warfare	100 tracer plants	5000
	Distinguished Retaliation Combat	5 nemesis pins, 5 payback pins	5000
	Exemplary Marksman Combat	100 sniper rifle marksman headshots	5000
	Distinguished Remote Explosives Combat	100 C4 kills	5000
	Long Service Sniping Weapons Combat	500 kills with sniper rifles	5000
	Long Service Tactical Weapons Combat	500 kills with shotguns	5000
	Long Service Medical Ops	100 heals	5000
	Long Service Resupply Ops	100 resupplies	5000
	Long Service Surveillance Ops	100 motion sensor spot assists	5000
	Long Service Maintenance Ops	100 repairs	5000
	Combat Veteran	5000 kills	5000
	Distinguished Combat Efficiency	In a round, 10 kills and 0 deaths	5000
	Elite Combat Efficiency	In a round, 15 kills and 0 deaths	10000
	Long Service Light Weapons Combat	500 kills with submachine guns	5000
	Distinguished Explosives Combat	100 kills using mines	5000
	Elite Multiple Target Combat	Get one of each kill type: triple and multiple	5000
	Distinguished Marksman Combat	In a round, do 10 headshots	5000
	Superior Service Duty	Played online for 1 day	5000
	Distinguished Service Duty	Played online for 2 days	5000
	Elite Service Duty	Played online for 5 days	10000
	Conquest Good Conduct	100 flag captures	5000
	Rush Good Conduct	Destroy 100 M-COM stations	5000
	Exemplary Weapon Service	Get all weapon pins	5000
	Exemplary Combat Service	Get all combat pins	5000
	Exemplary Vehicle Service	Get all vehicle pins	5000
	Elite Service	Get all pins	10000
	Distinguished Weapon Knowledge	Get all weapon bronze stars	5000
	Distinguished Vehicle Knowledge	Get all vehicle bronze stars	5000
	Distinguished Combat Knowledge	Get all item bronze stars	5000
	Distinguished Battlefield Knowledge	Get all bronze stars	10000
	Exemplary Battlefield Knowledge	Get 10 silver stars	10000
	Elite Battlefield Knowledge	Get 5 gold stars	10000
	Valorous Battlefield Knowledge	Get 2 platinum stars	10000
	Squad Combat Assistance	100 squad assists	5000
	Squad Resupply Ops	100 squad resupplies	5000
	Squad Repair Ops	100 squad repairs	5000
	Squad Medical Ops	50 squad heals and 50 squad revives	5000
	Squad Surveillance Ops	50 squad spot assists	5000
	Squad Tactical Ops	50 squad spawns on you	5000
	Squad Retaliation Ops	In a round, 2 squad avenges and 4 squad kill assists	5000
	Squad Teamwork Ops	In a round, 2 squad defend orders and 2 squad attack orders	5000

Stars

STAR	NAME	CRITERIA	POINTS
	Weapon Bronze Star	25 kills with the same weapon	500
	Weapon Silver Star	50 kills with the same weapon	1000
	Weapon Gold Star	100 kills with the same weapon	5000
	Weapon Platinum Star	1,000 kills with the same weapon	10000
	Miscellaneous Weapon Bronze Star	10 kills with the same misc. weapon	500
	Miscellaneous Weapon Silver Star	25 kills with the same misc. weapon	1000
	Miscellaneous Weapon Gold Star	50 kills with the same misc. weapon	5000
	Miscellaneous Weapon Platinum Star	500 kills with the same misc. weapon	10000
	Item Bronze Star	10 actions with same item	500
	Item Silver Star	25 actions with same item	1000
	Item Gold Star	50 actions with same item	5000
	Item Platinum Star	500 actions with same item	10000
	Vehicle Bronze Star	10 kills with the same vehicle	500
	Vehicle Silver Star	20 kills with the same vehicle	1000
	Vehicle Gold Star	50 kills with the same vehicle	5000
	Vehicle Platinum Star	500 kills with the same vehicle	10000

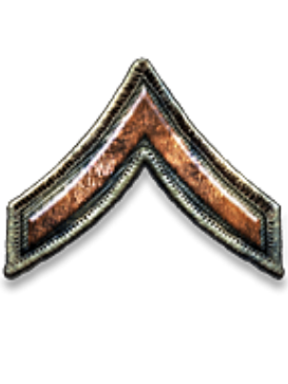
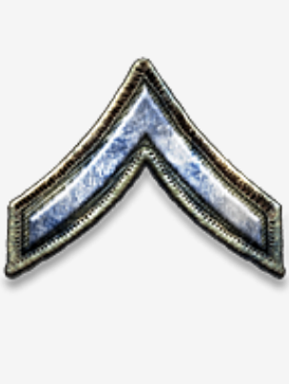
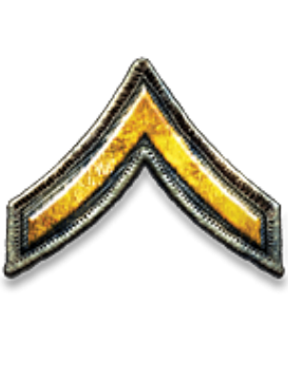
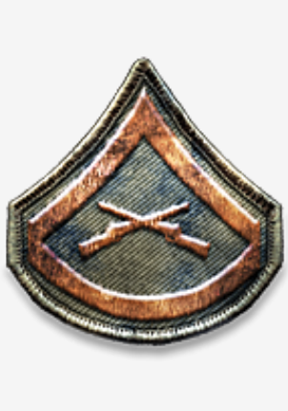
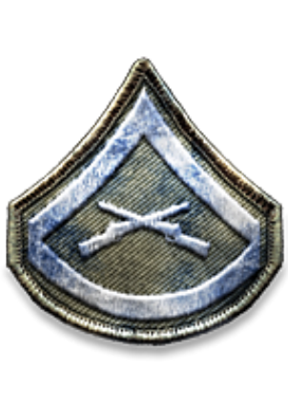
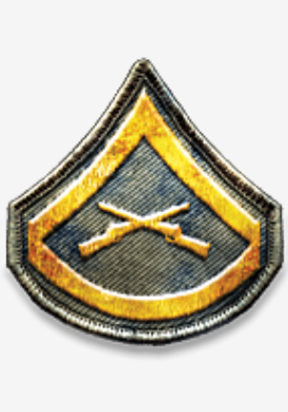
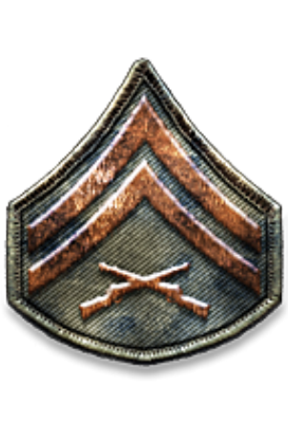
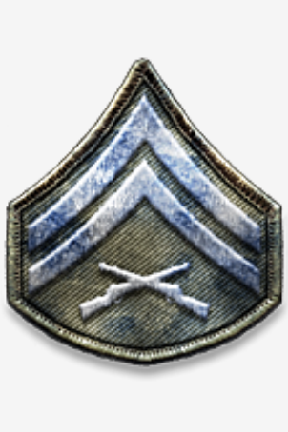
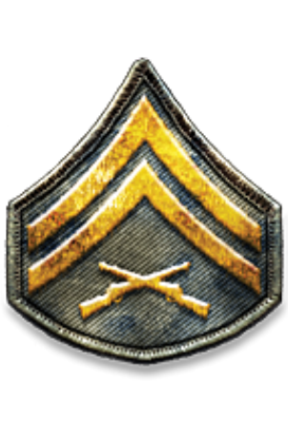
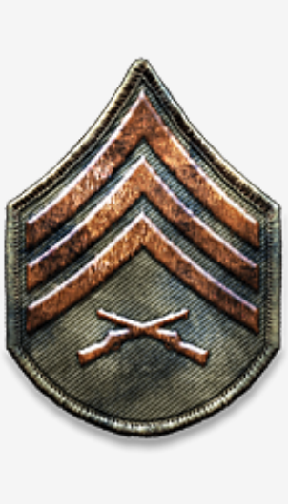
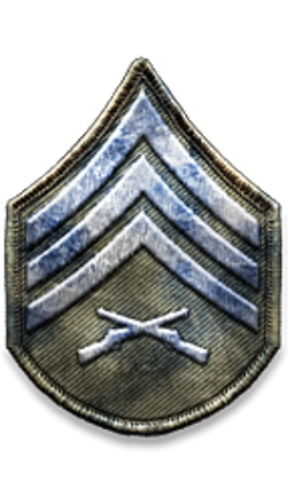
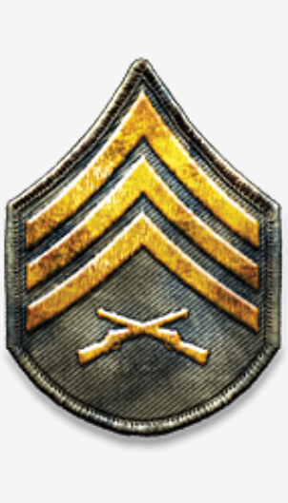
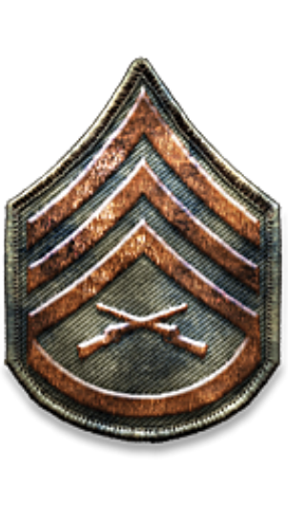
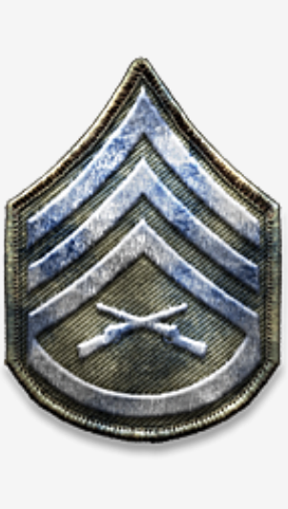
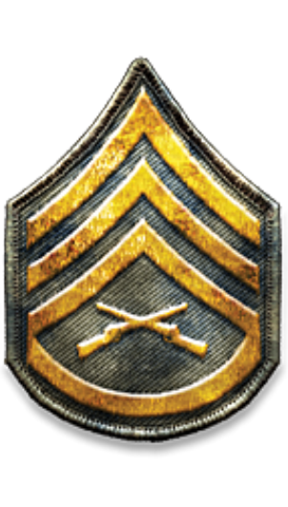
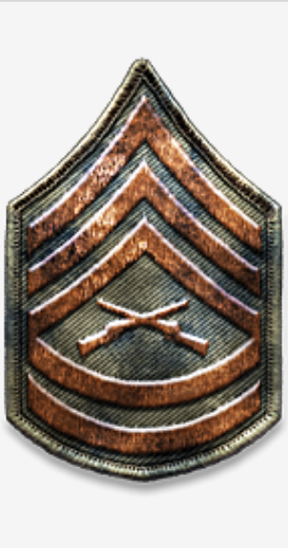
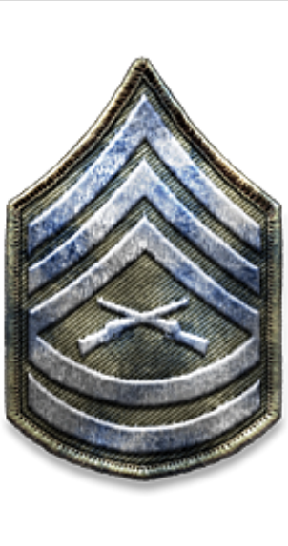
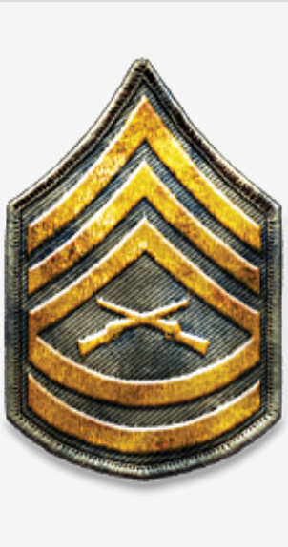
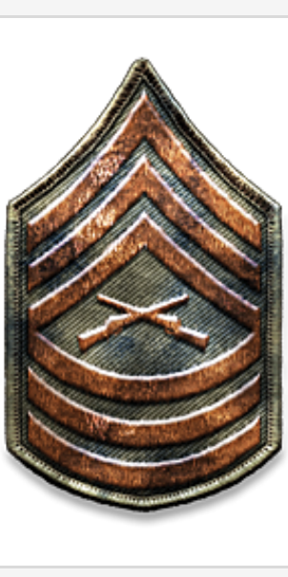
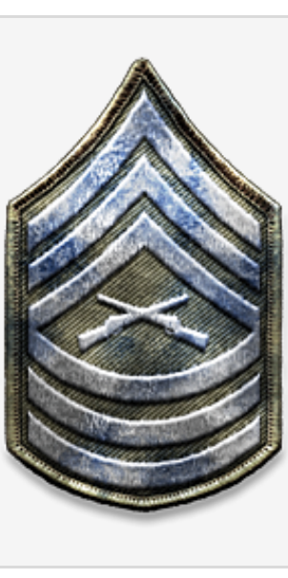
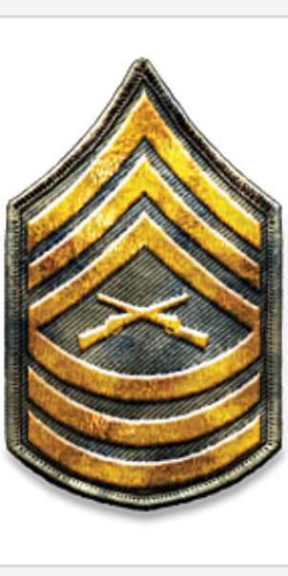
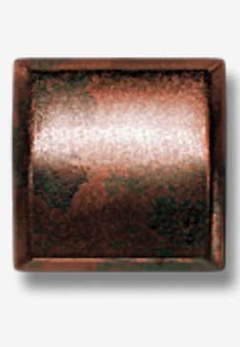
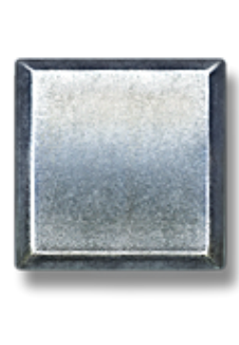
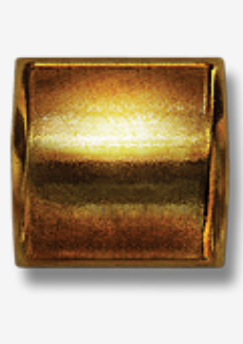
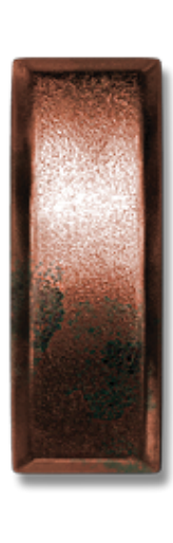
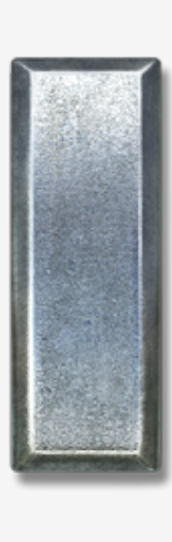
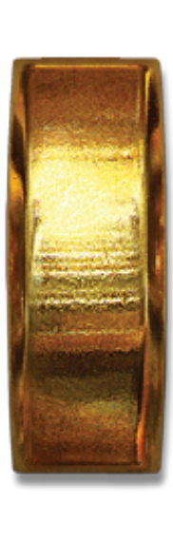
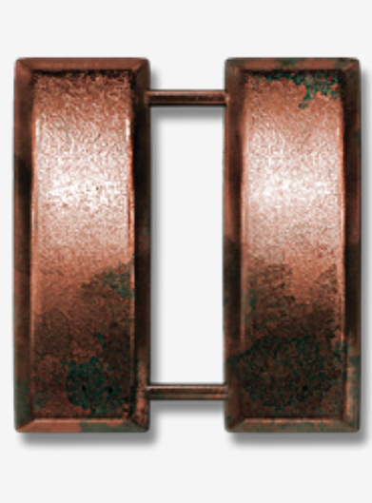
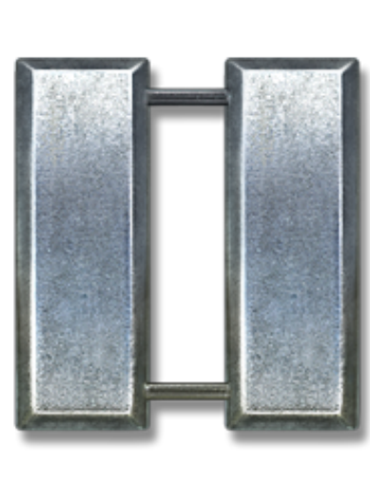
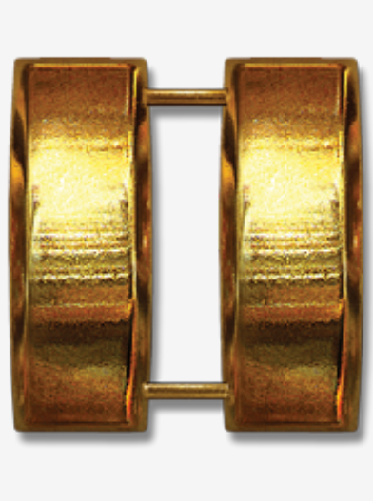
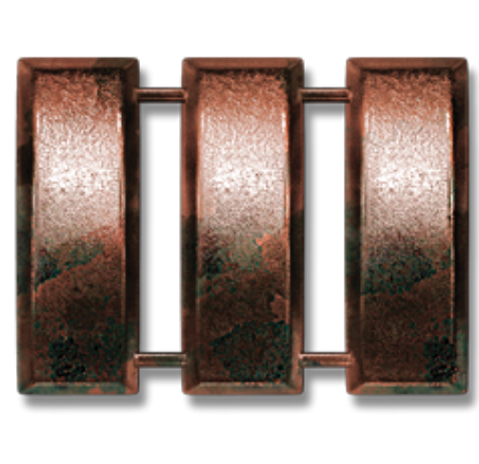
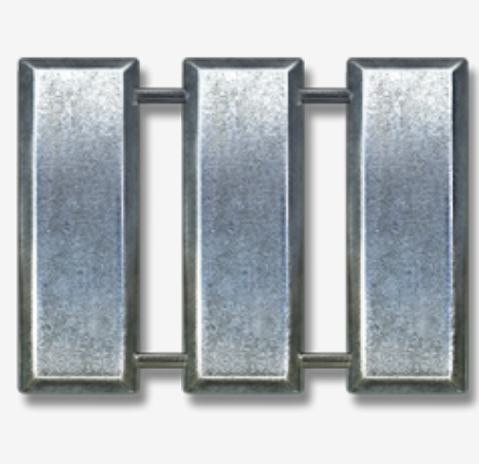
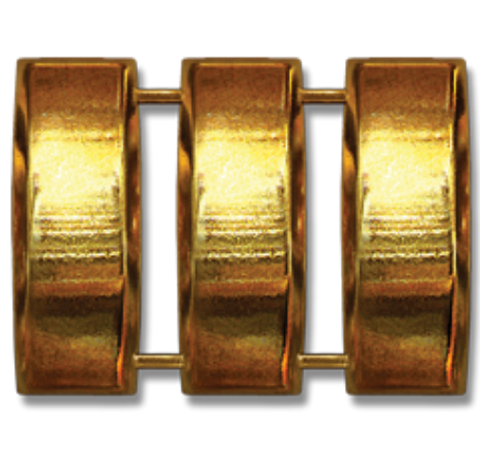
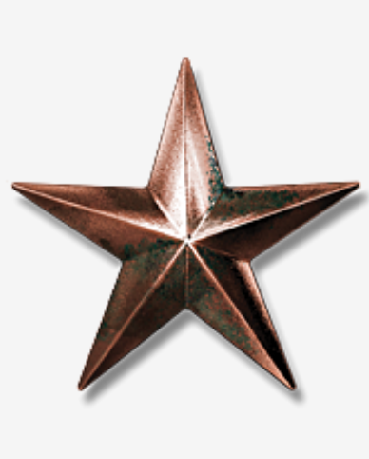
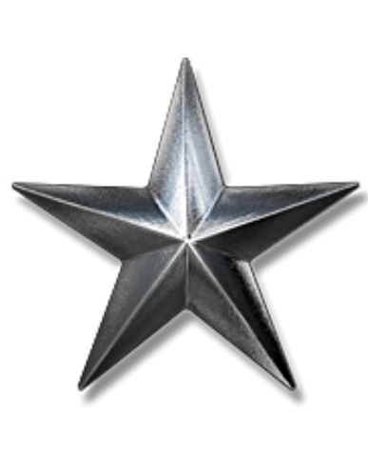
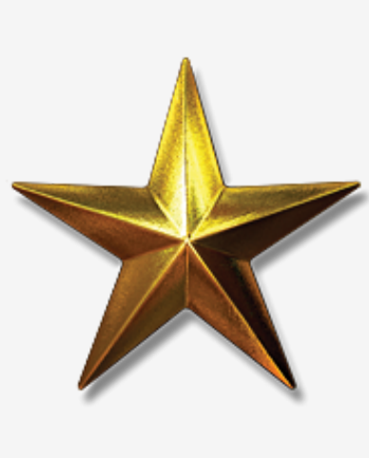
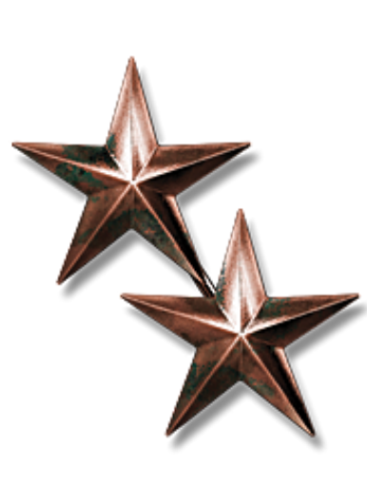
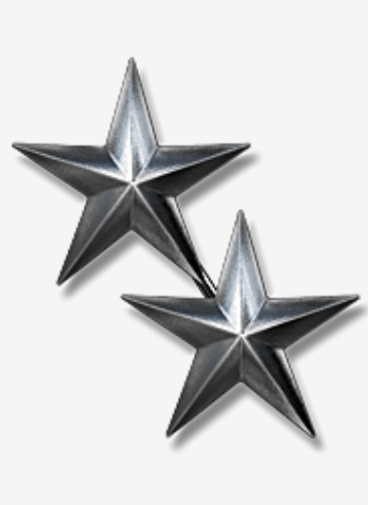
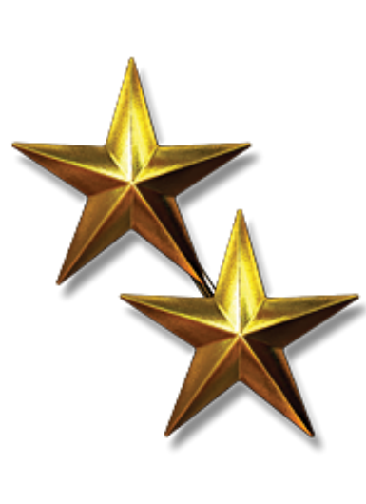
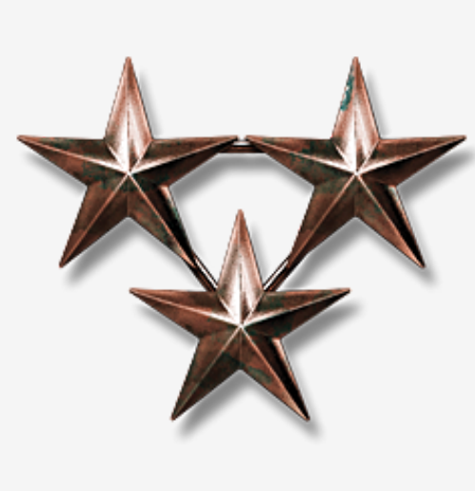
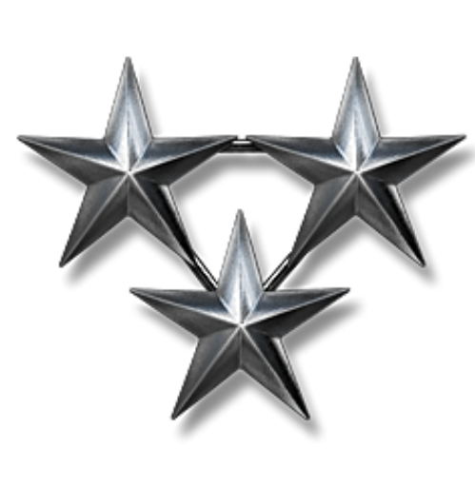
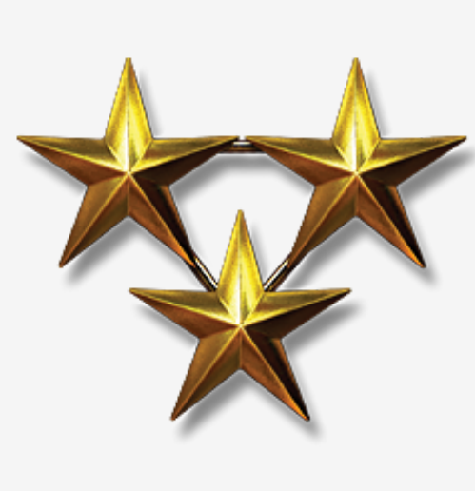
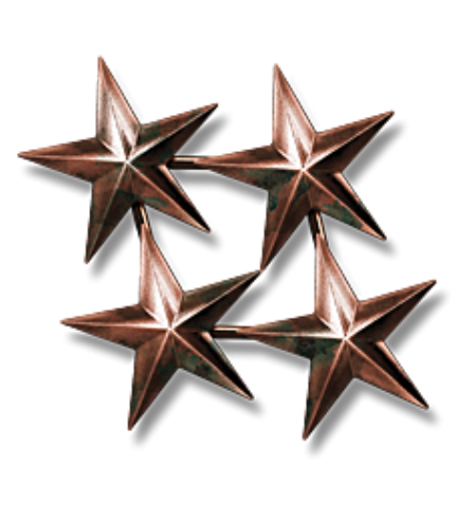
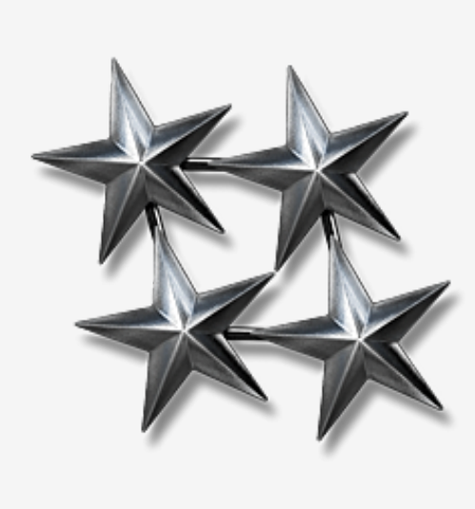
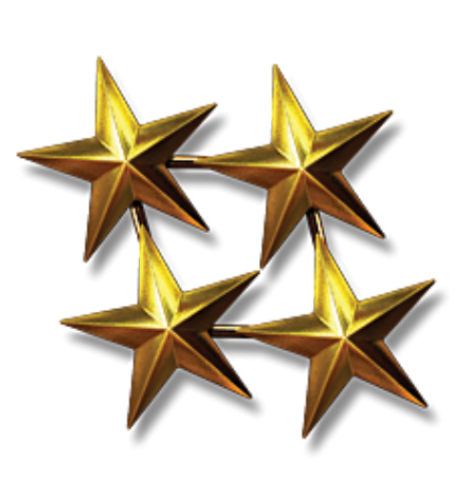
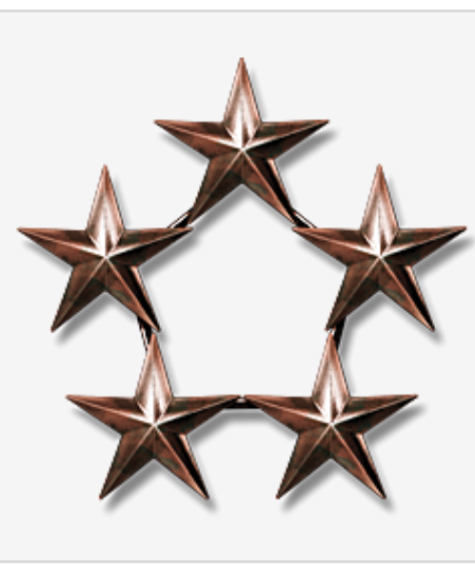
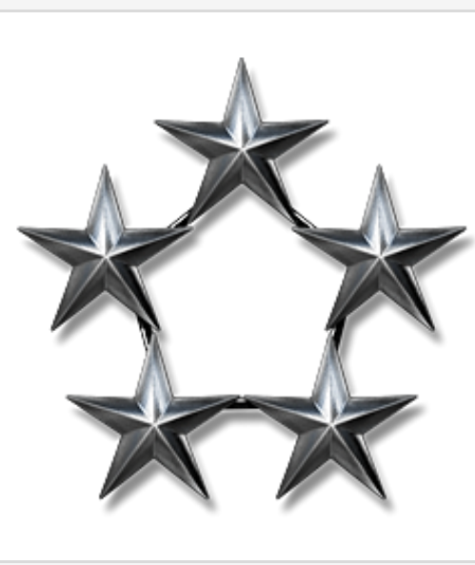
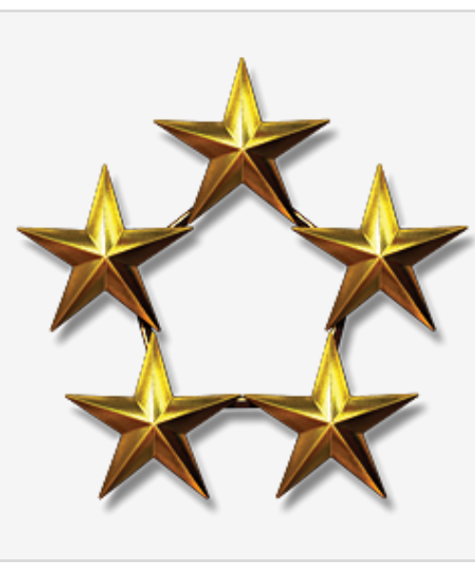
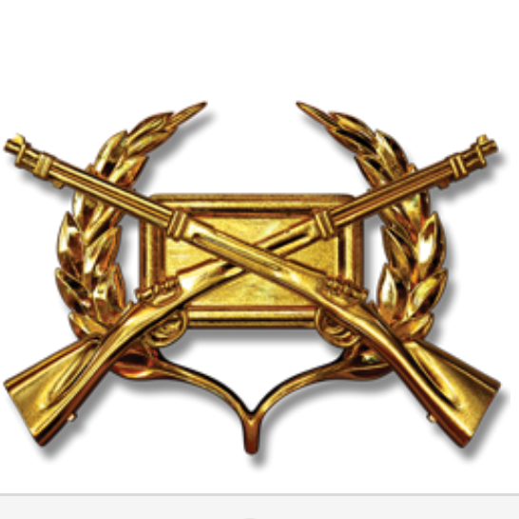
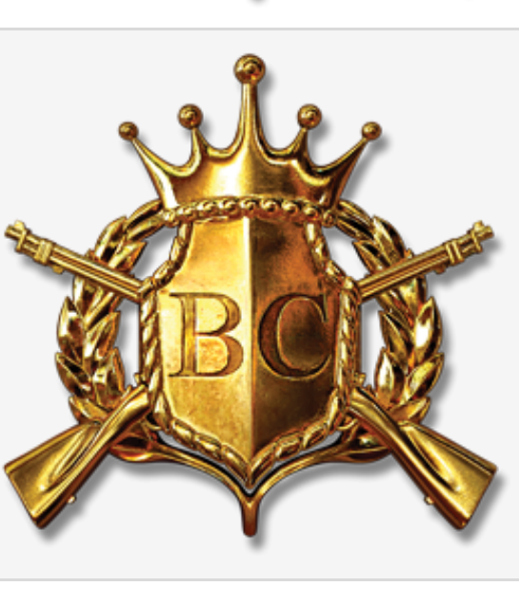
Note

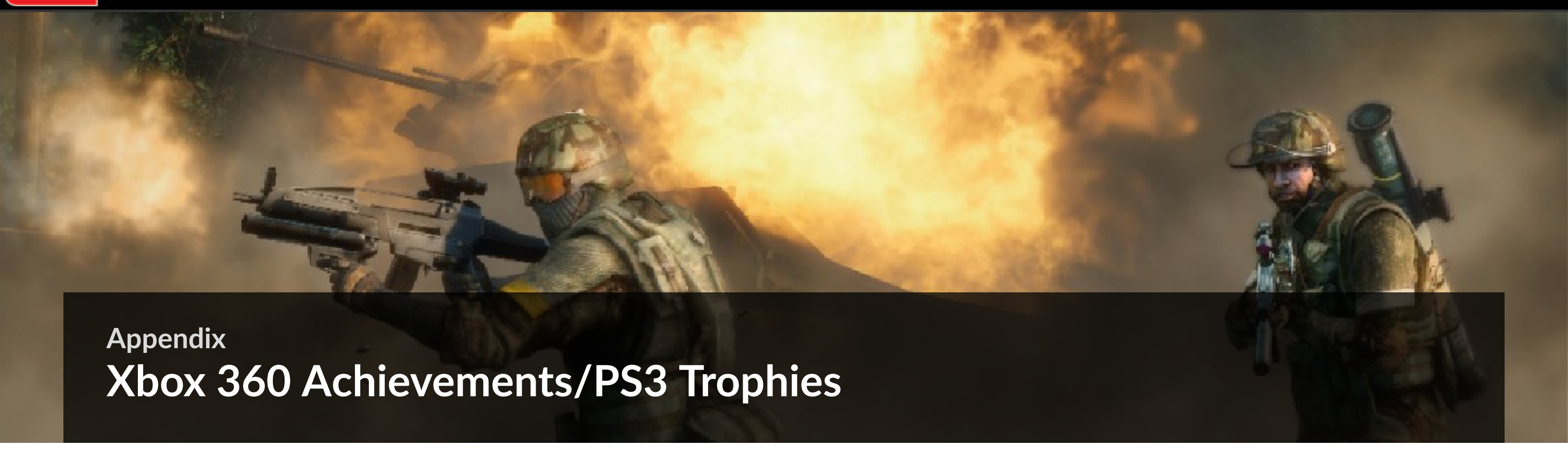
Use the same weapon/item/vehicle repeatedly to earn the star awards. Miscellaneous weapons include rocket launchers, grenade launchers, hand grenades, C4, pistols, anti-tank mines, mortar strike, and combat knife. Items include motion sensors, ammo boxes, the repair tool, defibrillator, tracer gun darts, and medic kits.



Appendix

Multiplayer Ranks

INSIGNIA	RANK	NAME	POINTS
	1	Private Bronze	500
	2	Private Silver	900
	3	Private Gold	1500
	4	Specialist Bronze	2400
	5	Specialist Silver	3700
	6	Specialist Gold	5300
	7	Corporal Bronze	7400
	8	Corporal Silver	10100
	9	Corporal Gold	13400
	10	Sergeant Bronze	18000
	11	Sergeant Silver	23000
	12	Sergeant Gold	29000
	13	Staff Sergeant Bronze	37000
	14	Staff Sergeant Silver	46000
	15	Staff Sergeant Gold	58000
	16	Master Sergeant Bronze	71000
	17	Master Sergeant Silver	88000
	18	Master Sergeant Gold	108000
	19	First Sergeant Bronze	133000
	20	First Sergeant Silver	162000
	21	First Sergeant Gold	200000
	22	Warrant Officer Bronze	240000
	23	Warrant Officer Silver	290000
	24	Warrant Officer Gold	350000
	25	Chief Warrant Officer Bronze	430000
	26	Chief Warrant Officer Silver	470000
	27	Chief Warrant Officer Gold	530000
	28	Second Lieutenant Bronze	580000
	29	Second Lieutenant Silver	650000
	30	Second Lieutenant Gold	720000
	31	First Lieutenant Bronze	790000
	32	First Lieutenant Silver	880000
	33	First Lieutenant Gold	970000
	34	Captain Bronze	1,080,000
	35	Captain Silver	1,190,000
	36	Captain Gold	1,320,000
	37	Major Bronze	1,460,000
	38	Major Silver	1,610,000
	39	Major Gold	1,800,000
	40	Lieutenant Colonel Bronze	2,000,000
	41	Lieutenant Colonel Silver	2,200,000
	42	Lieutenant Colonel Gold	2,400,000
	43	Colonel Bronze	2,600,000
	44	Colonel Silver	2,900,000
	45	Colonel Gold	3,200,000
	46	Brigadier General Bronze	3,500,000
	47	Brigadier General Silver	3,900,000
	48	Brigadier General Gold	4,300,000
	49	General	4,700,000
	50	General of the Army	5,200,000



Appendix

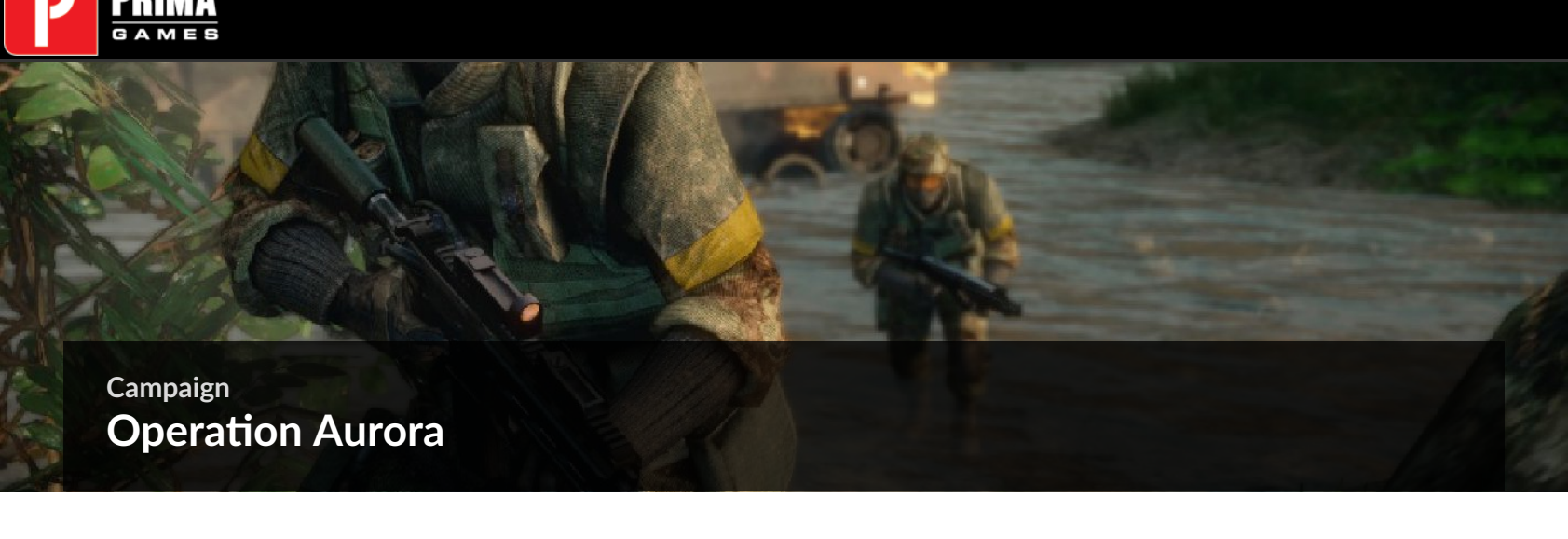
Xbox 360 Achievements/PS3 Trophies

Campaign

NAME	CRITERIA	GAMERSCORE	PSN LEVEL
"I knew we'd make it"	Campaign: finish Operation Aurora	15	bronze
"I think my retirement just got postponed."	Campaign: finish Cold War	15	bronze
"It's bad for my karma man!"	Campaign: finish Heart of Darkness	15	bronze
"They got all your intel?"	Campaign: finish Upriver	15	bronze
"We're gonna go and try and salvage a vehicle."	Campaign: finish Crack the Sky	15	bronze
"Alright, here it is."	Campaign: finish Snowblind	15	bronze
"Nobody ever drowned in sweat"	Campaign: finish Heavy Metal	15	bronze
"Ghost rider's here, never fear..."	Campaign: finish High Value Target	15	bronze
"Sierra Foxtrot one-oh-seven-niner"	Campaign: finish Sangre del Toro	15	bronze
"...And Haggard, thanks for the smokes, brother!"	Campaign: finish No One Gets Left Behind	15	bronze
"I'm gonna save me some cheerleaders."	Campaign: finish Zero Dark Thirty	15	bronze
"Sometimes you just need to turn on a light."	Campaign: finish Force Multiplier	15	bronze
"P.S. Invasion cancelled, sir."	Campaign: finish Airborne	30	silver
"...There are times when it sucks to be right."	Campaign: finish Airborne on Hard	50	gold
New Shiny Gun	Campaign: find 1 collectable weapon	15	bronze
Guns Guns Guns	Campaign: find all 15 collectable weapons	50	gold
Link to the Past	Campaign: destroy 1 satellite uplink	15	bronze
Communication Issues	Campaign: destroy 15 satellite uplinks	15	bronze
Complete Blackout	Campaign: destroy all satellite uplinks	50	gold
First knife	Campaign: 1 melee kill	15	bronze
Taxi!	Campaign: drive all vehicles types (land, air, sea)	15	bronze
Destruction	Campaign: destroy 10 objects	15	bronze
Destruction Part 2	Campaign: destroy 1000 objects	30	silver
Demolish	Campaign: demolish 1 house	15	bronze
Demolish Part 2	Campaign: demolish 50 houses	30	silver
Assault Rifle Aggression	Campaign: 50 kills with assault rifles	15	bronze
Submachine Gun Storm	Campaign: 50 kills with submachine guns	15	bronze
Light Machine Gun Lash Out	Campaign: 50 kills with light machine guns	15	bronze
Sniper Rifle Strike	Campaign: 50 kills with sniper rifles	15	bronze
Wall of Shotgun	Campaign: 50 kills with shotguns	15	bronze

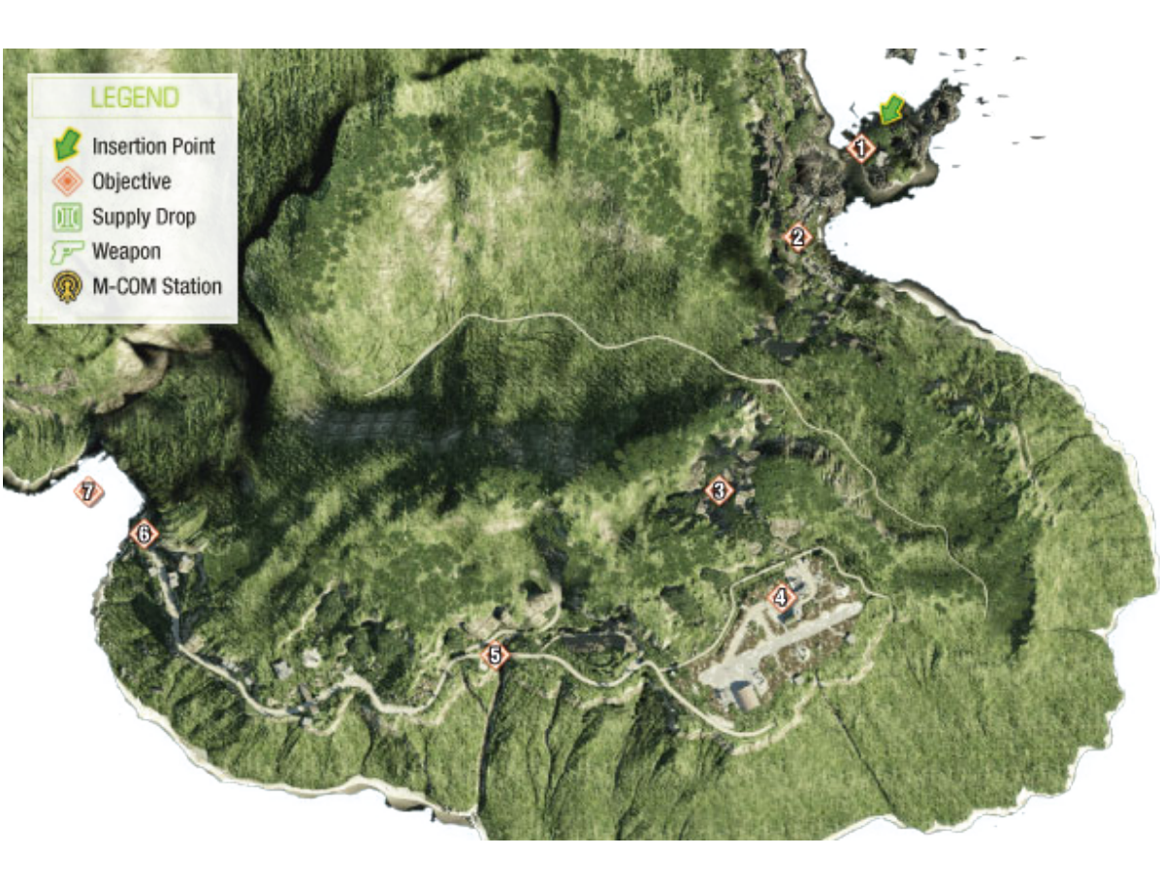
Multiplayer

NAME	CRITERIA	GAMERSCORE	PSN LEVEL
Multiplayer Knowledge	Online: reach Rank 15	15	bronze
Multiplayer Elite	Online: reach Rank 25	50	gold
Assault Expert	Online: unlock 3 weapons in the Assault kit	15	bronze
Engineer Expert	Online: unlock 3 weapons in the Engineer kit	15	bronze
Medic Expert	Online: unlock 3 weapons in the Medic kit	15	bronze
Recon Expert	Online: unlock 3 weapons in the Recon kit	15	bronze
Battlefield Expert	Online: obtain all unlocks in any kit or all Vehicle unlocks	50	gold
15 Minutes of Fame	Online: play for 15 minutes	15	bronze
Mission... Accomplished.	Online: in a round, do one kill with the knife, the M60, and the RPG7	15	bronze
Pistol Man	Online: get 5 kills with every handgun in the game	15	bronze
Airkill	Online: roadkill an enemy with any helicopter	15	bronze
Et Tu, Brute?	Online: knife 5 people on your friend list	15	bronze
Demolition Man	Online: get 20 demolish kills	15	bronze
Careful Guidance	Online: destroy an enemy helicopter with a stationary RPG	15	bronze
The Dentist	Online: do a headshot with the power tool	15	bronze
Won Them All	Online: win a round in all online game modes	15	bronze
Squad Player	Online: obtain the Gold Squad Pin 5 times	30	silver
Combat Service Support	Online: do 10 resupplies, repairs, heals, revives, and motion sensor spot assists	15	bronze
Award Aware	Online: obtain 10 unique awards	15	bronze
Award Addicted	Online: obtain 50 unique awards	30	silver



Campaign

Operation Aurora



Mission Collectibles

M-COM Stations: 0

Collectible Weapons: None

Prologue

Autumn 1944, Sea of Japan. Not long before the atomic bomb would bring an end to World War II, a small group of U.S. commandos is sent in to extract a Japanese scientist who has war-decisive information. On the 6th of October, at 0600 hours, Operation Aurora commenced.

Twenty minutes later it was over. The fate of Operation Aurora was kept from the public. All records were destroyed. It became a myth. This is what really happened that day.

It's mere minutes before dawn off the coast of an undisclosed island in the Sea of Japan. Bravo squad is in position, awaiting Able squad's arrival in their rubber raft. You play as Wyatt, one of Bravo's commandos. During this sequence all you can do is look around, so pan to the left and right to get a better view of your surroundings.

Wyatt is joined by squadmates Faraday, McKee, and their NCO, Sarge. Faraday has plenty of theories of what kind of secret weapons are being developed on the nearby island, but Sarge assures the squad that they're only here to retrieve a defecting scientist.

As Able squad's raft moves into position, both rafts begin the journey toward the shore. Things go smoothly until a spotlight catches Able's raft. They don't have a chance as a Japanese machine gun cuts into their raft, killing everyone. It's not long before the same spotlight illuminates Bravo's raft. Sarge immediately orders his men to jump out, saving his squad from meeting the same fate as Able squad.

Bravo regroups somewhere on shore. Fortunately, everyone made it out alive. But there's no sign of survivors from Able. It looks like Bravo has to continue with the mission on its own.

Operation Aurora is scheduled to begin at 0600. Hopefully the incoming aerial assault will distract the Japanese troops, allowing your squad to sneak in, grab the scientist, and get out before the enemy knows what hit them. Judging by the sound of the air raid sirens, it looks like the flyboys are on time.

1. Reach the redevous point

During the commotion to abandon ship, Wyatt lost his M1A1 Tommy Gun leaving him (and you) with nothing more than a knife. But you won't need a gun to score your first kill. Follow the on-screen instructions to duck under a branch, then proceed toward a pair of Japanese soldiers.

While still crouched, creep up behind the soldier on the left and sink your knife into his back. Faraday takes out the other guard. Once both enemy soldiers are down, turn right and follow the platform to the spot where Sarge is waiting. He tosses you a Japanese Type 100 submachine gun.

Tip

As you can see, the knife is very deadly and stealthy, killing any hostile with a single brutal stab. But you need to get in close to use it. Never attempt a knife attack against an enemy that is facing you as you're likely to get shot in the face and sent back to the last save checkpoint.

With your new weapon in hand, follow Sarge up the hill and across a bridge. There are no hostiles in this area, so keep your finger off the trigger.

If you're still crouched, your squad will move out way ahead of you, so stand up to keep up the pace. By now the air raid has commenced with friendly fighters making bombing runs on the island's defenses.

2. Follow Mckee

As you near a trench, Sarge orders you to follow McKee. Hop down in the trenches and cover McKee's back as he advances. Watch for a Japanese soldier with a sword charging your squadmate. Try to gun the enemy down before he reaches McKee.

Even if you miss, McKee has no problem taking this guy out on his own. If you expended several rounds in this engagement, load a fresh magazine—you don't want to run out of ammo at an inopportune time.

McKee stops at a clearing in the trench where several Japanese soldiers are gathered around an anti-aircraft gun. Take aim with your submachine gun and mow them all down before they have a chance to retaliate.

For best results, drop to a crouch before firing and use the weapon's zoom function to accurately target the enemies using the weapon's iron sight. This is much more effective than shooting from the hip.

FIRE WEAPON
ZOOM WEAPON

Tip

You can pick up weapons off dead enemies. Simply stand over the weapon you wish to grab and press the button indicated on screen. You can carry two primary weapons, so try adding one of the dead soldiers' Type 5 semiautomatic rifles to your arsenal.

This rifle is more effective at long range and has better stopping power than the Type 100 submachine gun. If you played Battlefield 1943 , both of these weapons should be very familiar.

Continue following McKee through the trench, clearing out a second anti-aircraft position along the way. You eventually come to another clearing where several Japanese officers and soldiers are gathered around a map table.

This time you have support from Sarge and Faraday on the opposite side of the trench. Drop to a knee and spray the area with your submachine gun. Pan your aim left and right to rake the area with automatic fire.

PRESS TO CROUCH

Follow McKee out of the trench toward a steep cliff where Sarge is waiting. Faraday drops a rope ladder down the cliff, allowing the rest of the squad to climb up. Wait for Sarge and McKee to lead the way, then step up to the ladder to automatically grab on.

Once you're on the ladder, move forward to move up or backward to move down. In this case you need to rejoin your squad at the top of the cliff, so move up. Always look for ladders when attempting to traverse steep terrain, especially when looking for a way down. Dropping off of high ledges could lead to an embarrassing death.

At the top of the cliff, the sun is just peeking over the horizon, improving visibility significantly. Follow the squad through a jungle and out into a grassy clearing. Duck down among the grass as a column of Japanese infantry and tanks pass along a nearby road.

A squadron of Navy Corsairs suddenly swoop down and strafe the procession with bombs and machine gun fire. The tanks are down for the count, but a few panicked infantry remain. Help your team wipe out the survivors.

3. Locate the Defector

After staging a successful ambush, follow the squad up a narrow trail leading back into the jungle. The sprint function is now available, allowing you to run to keep up with your team. While sprinting you cannot fire your weapon, so reserve this form of movement for when you're not threatened or whenever you need to reach cover quickly.

During the journey, make note of the white diamond icon on the screen—a similar icon appears on the minimap. This diamond icon represents the location of the current objective. In this case, the area beyond the rope bridge is where you're supposed to meet the scientist. Cross the bridge to trigger a cutscene.

The Japanese scientist is right where he's supposed to be. But something's wrong as indicated by a low rumbling reverberating through the jungle. The scientist warns about "the black weapon." While the scientist seems to have given up hope of escaping, Sarge and his men are determined to get off the island with the scientist. Their egress route has been cut off by approaching Japanese troops, so Sarge suggests hitching a ride on a submarine via the island's sub pen.

4. Capture Enemy Vehicle

The sub pen isn't close, so you need to commandeer transportation. Follow your squad to a nearby airfield where a Type 95 recon car pulls through the front gate. This is your ride, but you need to fight through a large contingent of enemy infantry to get to it. Equip the Type 5 semiautomatic rifle you picked up back in the trench and drop to a crouch to steady your aim.

This weapon gives you the range and damage output to effectively engage the airfield's guards. As soon as you fire, your squadmates join in. Help them wipe out the Japanese soldiers at the airfield's entrance.

Stay behind your team as they advance onto the airfield and toward the vehicle. Yet another group of Japanese infantry stand between you and your objective. Instead of standing out in the open, seek cover to avoid getting mowed down.

Crouch behind a solid object, such as this large pile of wood. Either peek around cover or quickly stand up to take a shot. Just be sure you're back behind cover while reloading.

Your teammates won't make a move for the recon car until the airfield is completely clear of threats. So stay behind cover and keep scouting for targets until your squad moves out. Move toward the car marked with a white diamond icon and press the button indicated on screen to hop inside and begin your journey to the sub pen.

5. Defend Vehicle

During the ride to the sub pen you're in control of the vehicle's .30 caliber machine gun. Simply aim the weapon using the white reticle in the center of the screen and pull the trigger to fire. The machine gun also has a zoom function for hitting distant targets, but at the speeds you're traveling, this feature isn't very useful. Instead, focus on mowing down the infantry you encounter on the sides of the road, keeping the gun facing forward as much as possible.

Tip

During this vehicle sequence, look for red barrels and other explosive objects along the side of the road. Triggering explosions is a great way to wipe out several enemies.

Watch out for a pair of enemy recon cars along the way. They pull in front of you and try to wipe you out with machine guns of their own. Quickly open fire on these cars before they can inflict any damage.

There are a couple of ways to eliminate these threats. Either mow down all three occupants of the car or target the car directly. All it takes is a quick burst to cause each car to explode. Your own vehicle plows through the flaming wreck without sustaining any damage.

6. Find Sub Pen Location

You've made it to the sub pen when the recon car comes to a halt. Hop out of the vehicle and prepare to fight your way inside the pen. This time switch back to the Type 100 submachine gun as it's better suited to the close combat you encounter along the way.

Stay with your squad and help them mow down the few Japanese soldiers defending the sub pen's exterior walkway. If you come under heavy fire, seek cover behind a wall or crate.

When you come to a locked metal door, Sarge hands you explosives and a detonator. It's your job to breach the door. First, slap a charge in the middle of the door.

Next, step back a safe distance, preferably where McKee and the scientist are crouched. Once you're in position, drop the plunger on the detonator to trigger the explosives, clearing a path to the sub pen's interior.

Caution

Always exercise extreme caution when deploying explosives. Charges like this have a very large and deadly blast radius. If you don't have time to move back a safe distance before detonation, make sure you at least have a solid piece of cover between yourself and the explosion.

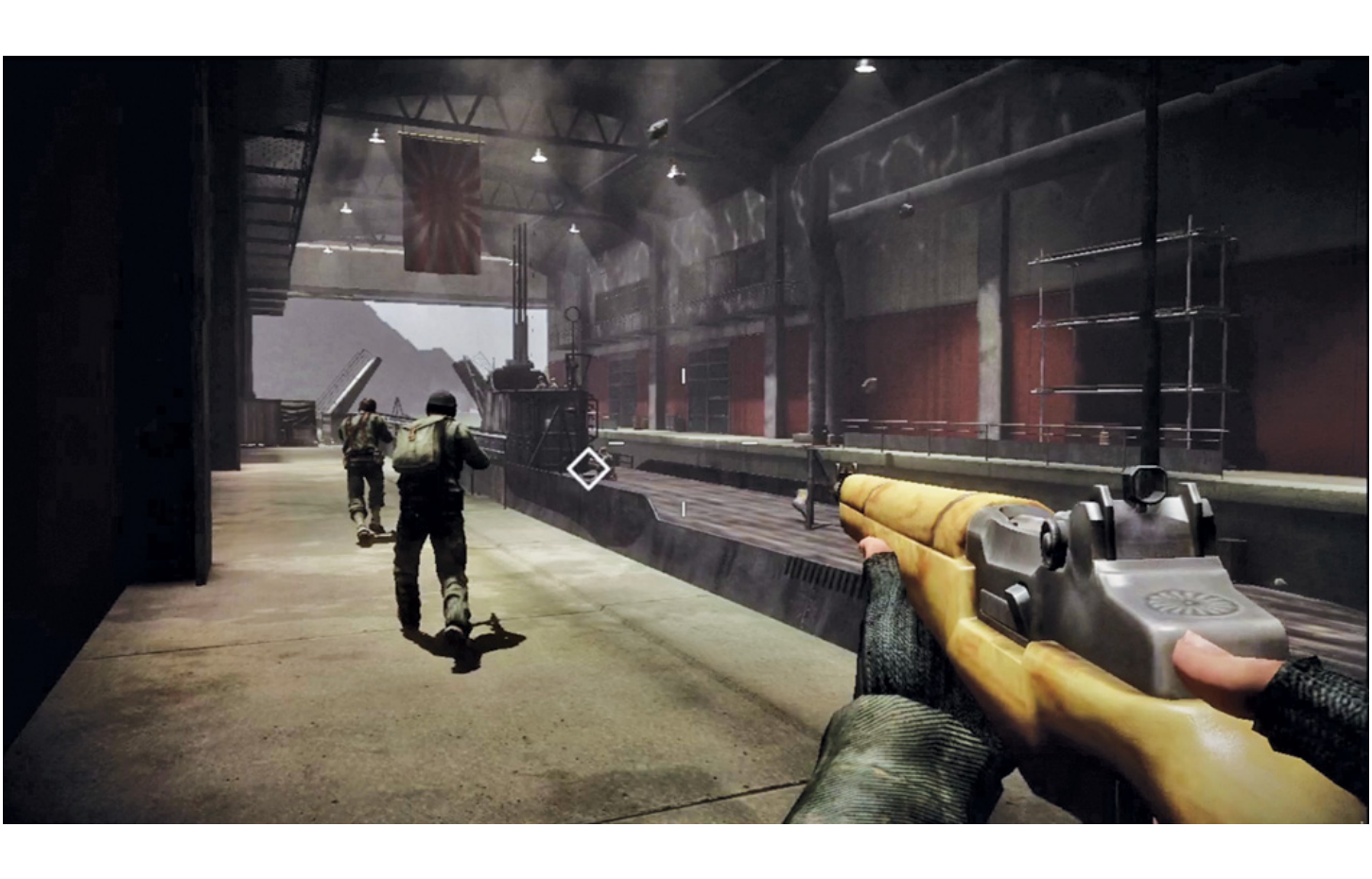
7. Escape to Captured Enemy Sub

The sub pen is a massive facility, but fortunately it's mostly abandoned. Still, there are a few Japanese soldiers wandering around, eager to halt your escape.

Switch back to the Type 5 semiautomatic rifle to deal with these long-range threats, using the zoom function to pick off targets through the weapon's iron sight.

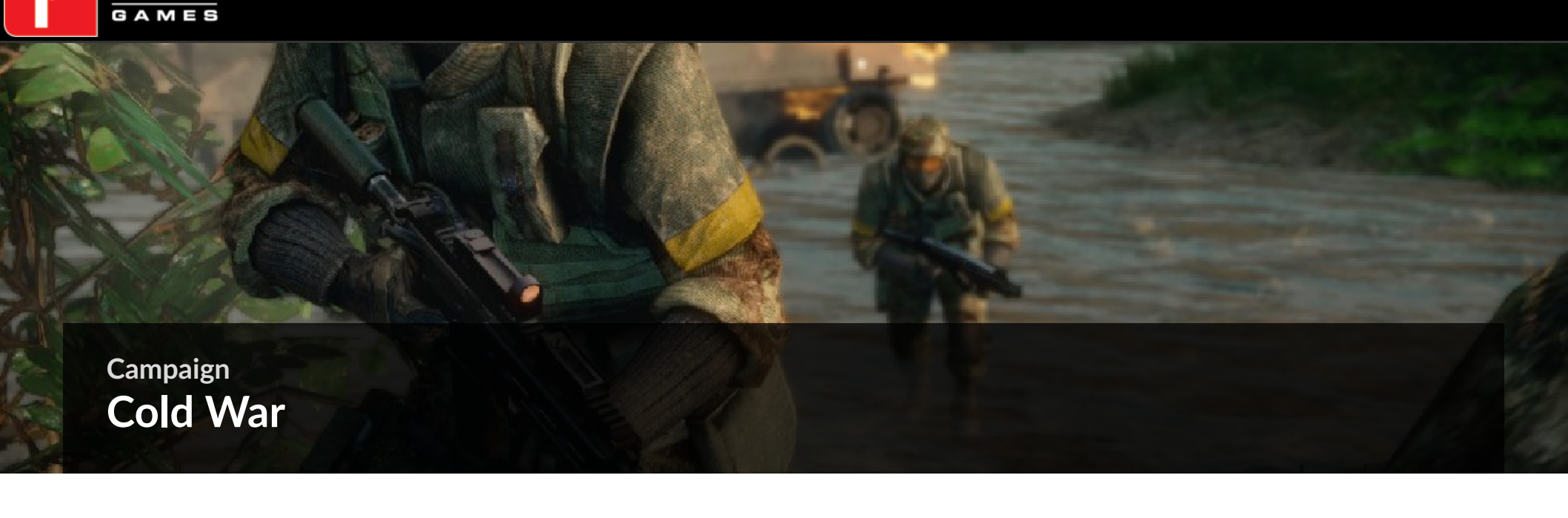
Weave around the sub pen's walkways to reach the third pen. The submarine waiting in this pen is your ticket out of here. It has already been commandeered by friendly forces, so don't shoot the guys standing on the conning tower.

Also, ignore the Japanese soldiers running along the catwalk to the right as they don't pose a threat. Instead, sprint to keep up with your squad as they make a mad dash toward the submarine. Carefully rush across the gangplank and onto the sub to make your escape.



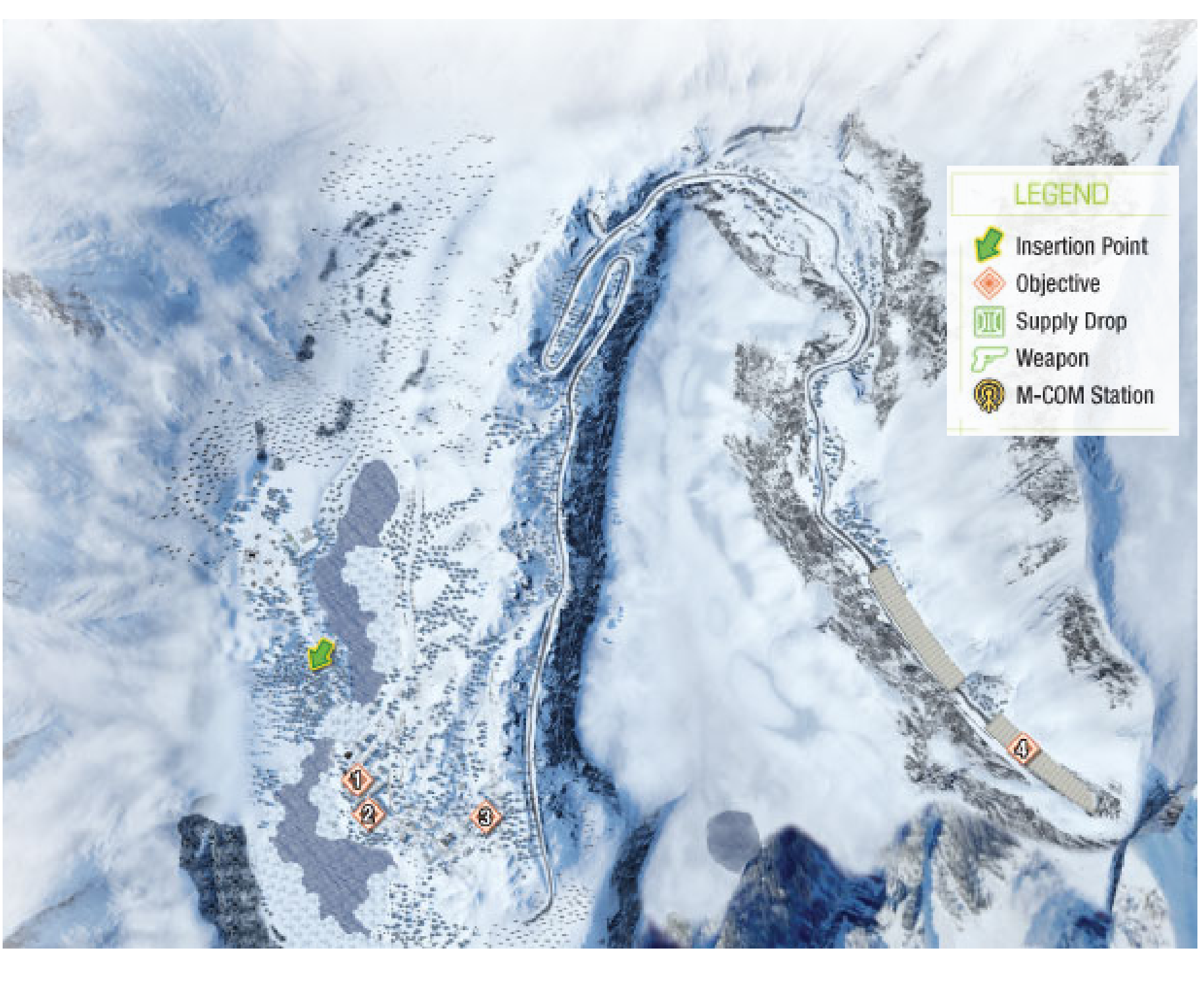
Things didn't go exactly as scripted, but Wyatt and his squad made it off the island with the scientist—mission complete. But there's little time for celebration. As the submarine pulls away from the sub pen a massive explosion envelops the island, accompanied by a powerful shockwave and a blinding white flash.

Was this the "black weapon" the scientist warned of? Whatever it was, Wyatt, Faraday, McKee, and Sarge don't survive to give a first-hand account of the day's events. The scientist was right all along. There was no hope of escape.



Campaign

Cold War



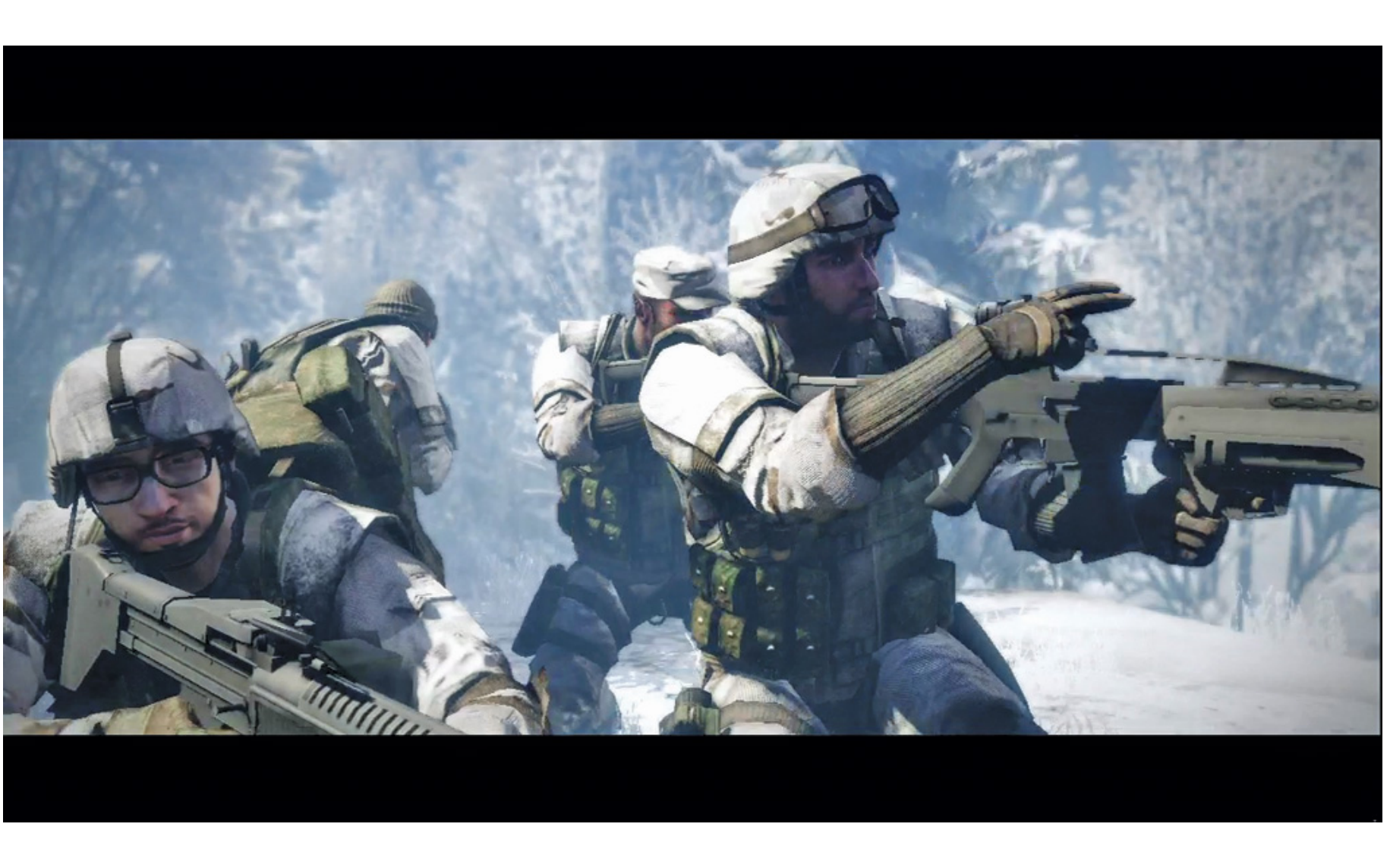
Mission Collectibles

M-COM Stations: 0

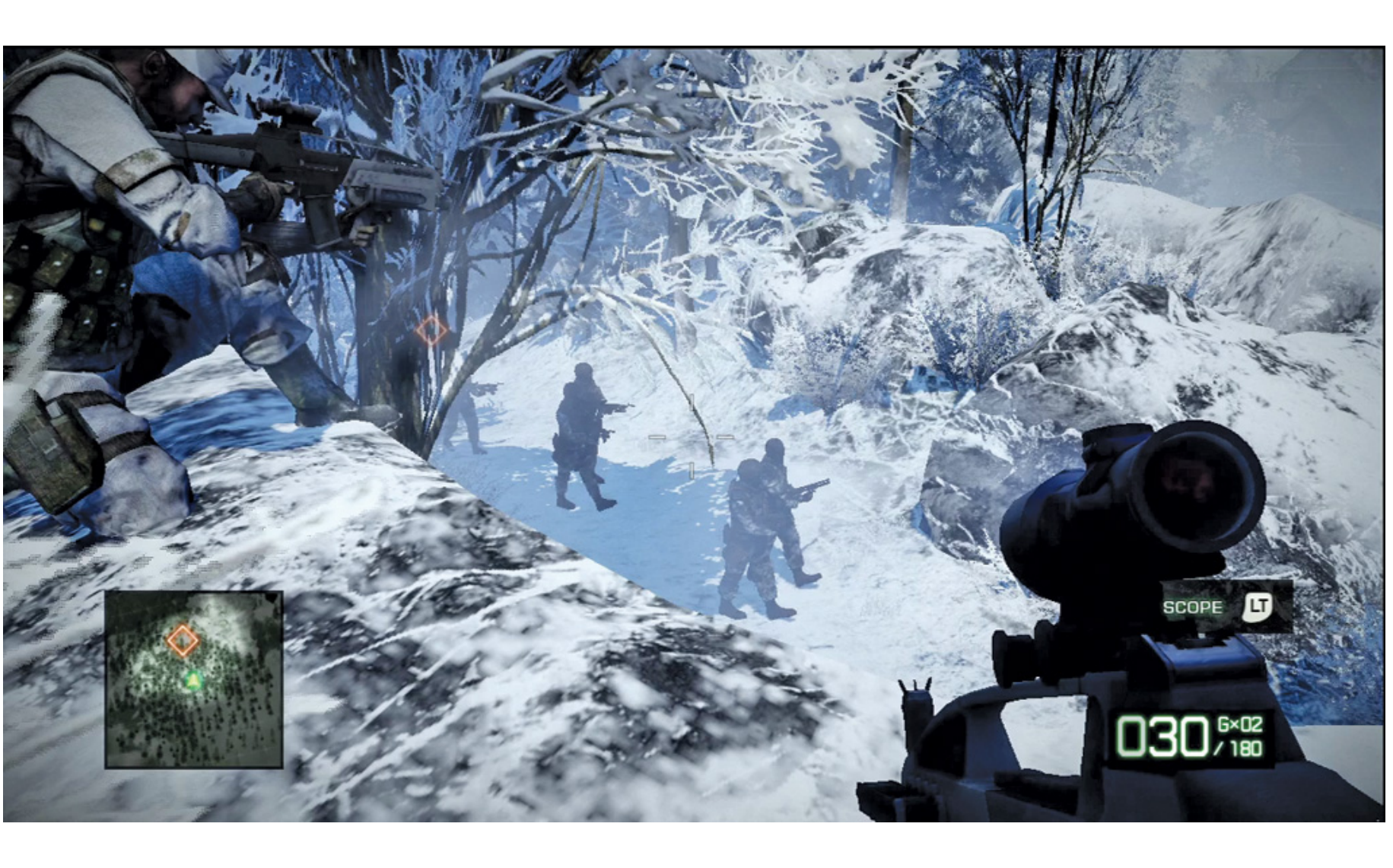
Collectible Weapons: None

In the present day, the boys from Bad Company are back in action. Preston Marlowe, joined by Sarge, Sweetwater, and Haggard are backing up a U.S. counter-intelligence operation deep in Russian territory.

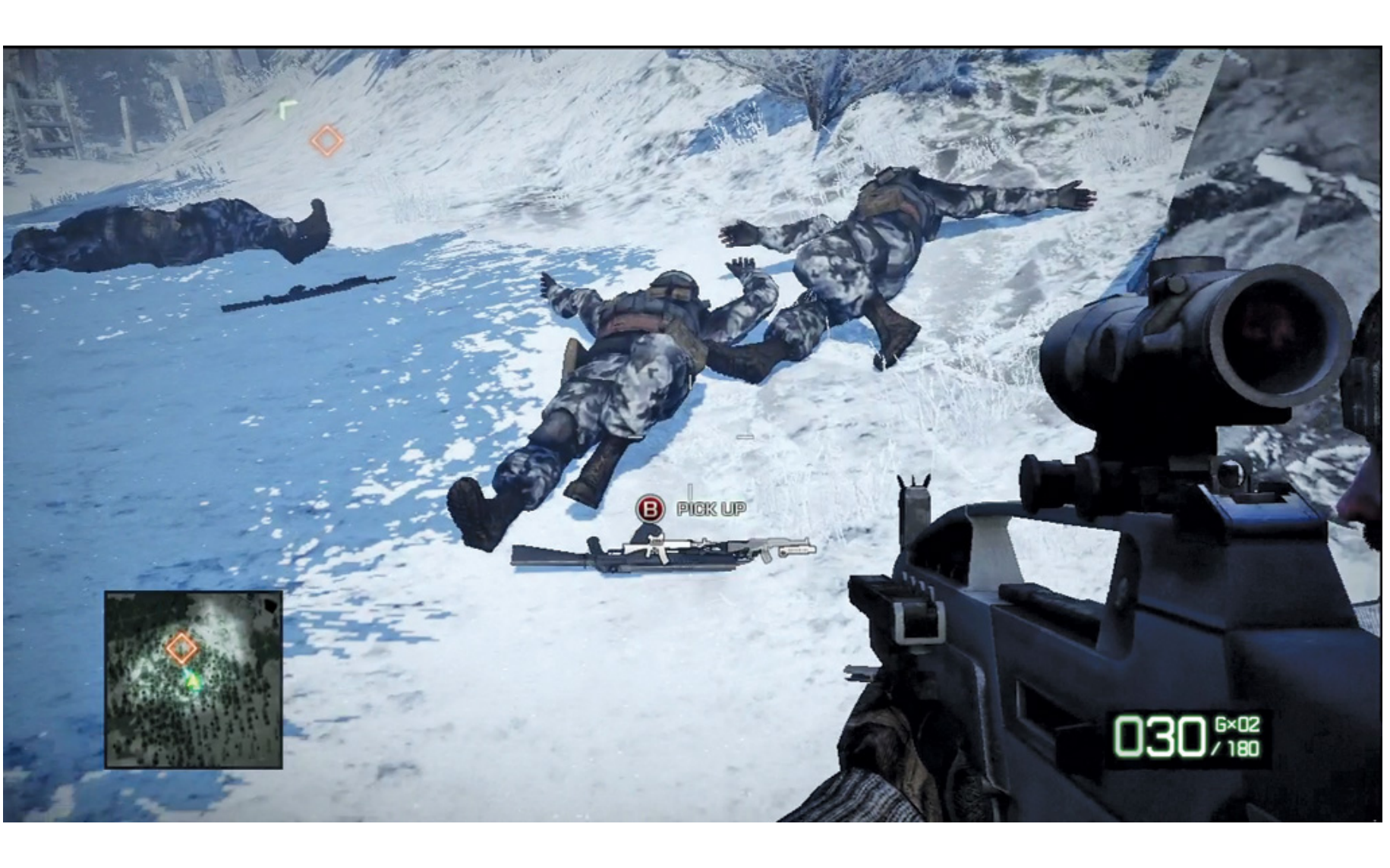
The remote frozen environment is wreaking havoc with GPS and communications equipment, so outside support is iffy at best. But that's nothing new for this team. As Marlowe catches sight of a nearby Russian patrol, the team prepares to move into action.



1. Follow Unit



During the single-player campaign you play as Preston Marlowe, a now seasoned veteran of Bad Company. Follow your team to a ledge overlooking a snow-covered trail. Drop to a crouch at the ledge and wait for six Russian soldiers to appear on the path below, but don't open fire just yet. Listen to Sarge and wait for him to count down from three before mowing down the opposition. For more precise aim, use the weapon's zoom function to access your XM8's scope. Keep firing until all six enemies are down for the count.



When the ambush is over, follow Sarge and the gang down onto the path. You can now grab a rifle off one of the dead Russians. These guys carry the AN-94-R assault rifle, a very competent weapon with a two-round burst fire mode. Since you only have one primary weapon to begin with, picking up this weapon does not replace your XM8. If you pick up another weapon in the future, the currently held weapon will be dropped in exchange for the new weapon. Pay close attention to your weapon inventory before picking up weapons, as you can only carry two primary weapons at a time.

Note

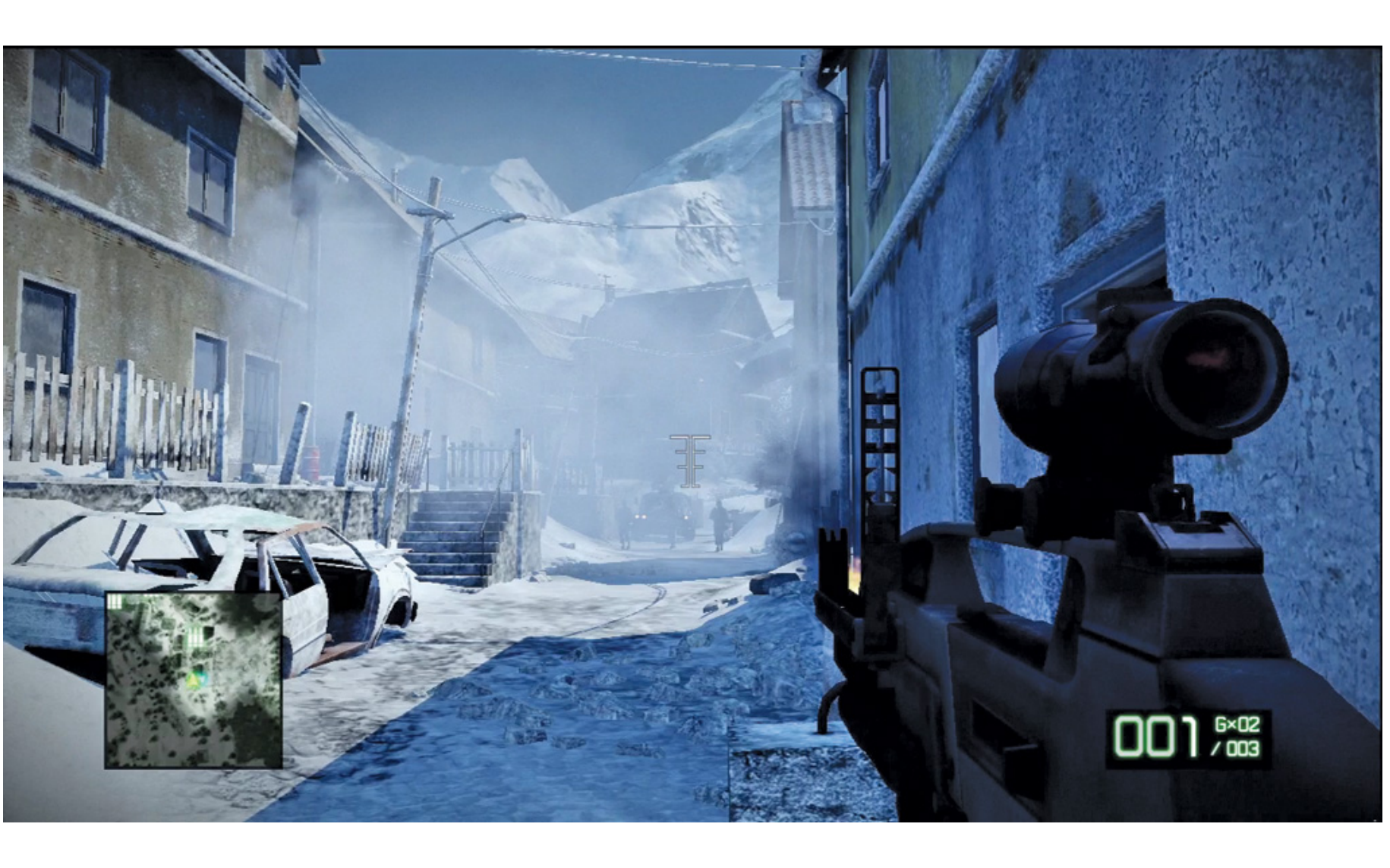
Once a weapon is picked up in the single-player campaign, it is unlocked and made available in future supply drops.

Supply drops are large crates found in some levels that allow you to swap out weapons. The more weapons you pick up, the more you'll find in these crates.

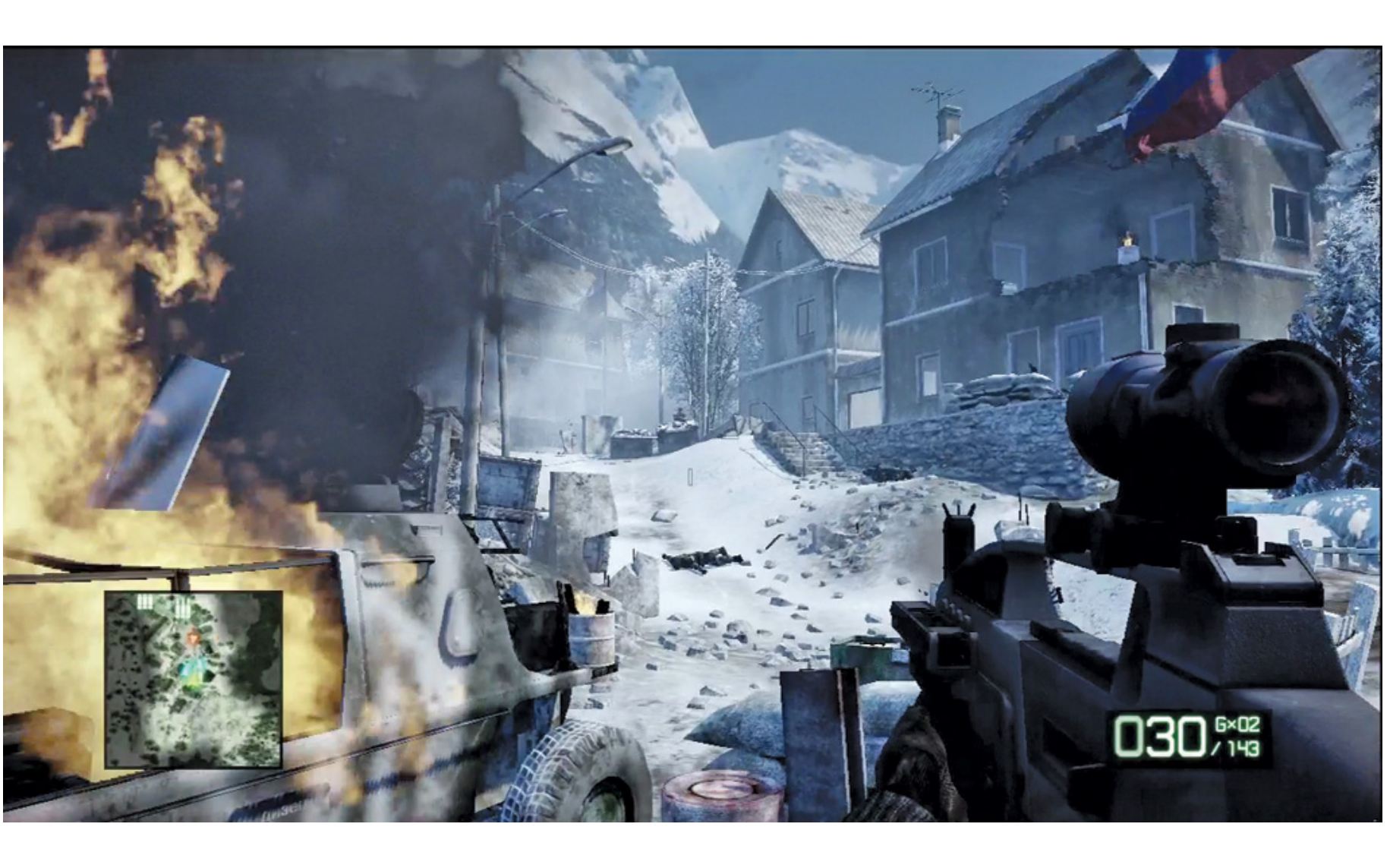
So keep your eyes peeled for different weapons throughout the course of the campaign. The locations of all collectible weapons are also shown on the map. These labels don't include weapons dropped by enemies.

Regroup with your squad at a partially sunken boat in a frozen river. In the cutscene that follows, a mysterious Russian is seen executing a U.S. agent as Marlowe and the rest of the squad watch helplessly from a distance.

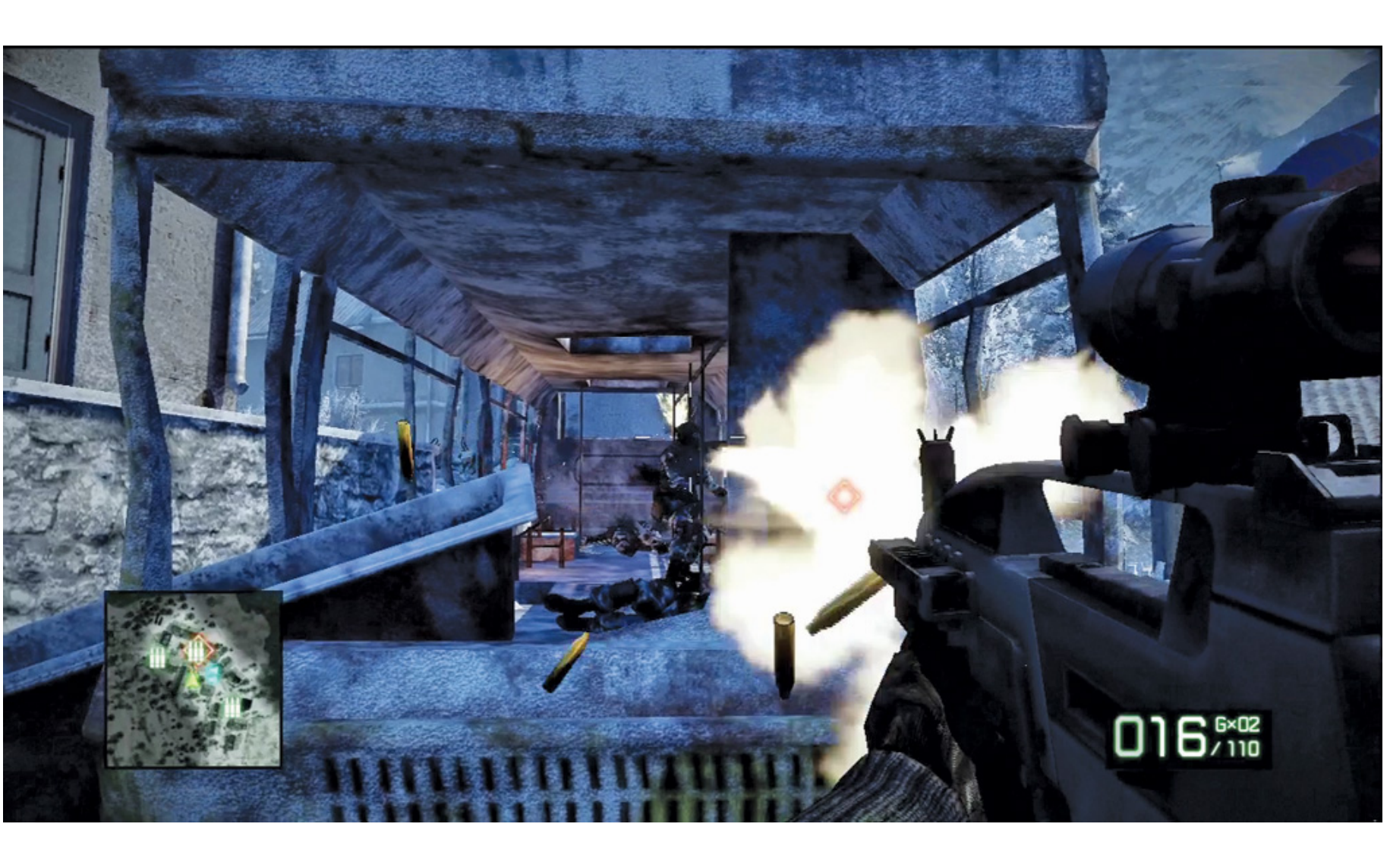
While the team awaits orders to engage, the Russian escapes in a helicopter. But HQ seems more concerned about a truck parked in the village across the river. Time to move out and secure that truck.



Follow Sarge and the gang across the river and into the village. It's up to you to lead the assault. Start by equipping your assault rifle's grenade launcher, then step around the corner of the building (where Sarge is standing) and fire a grenade at the VODN parked at the far end of the street. Ignore the troops patrolling the street for now. The VODN is a more threatening target and must be eliminated quickly. It takes two grenades to take out the vehicle, so step behind cover while loading the second round in the launcher. Once the VODN is destroyed, help your team eliminate the Russian infantry. Hold this position until your team moves out.

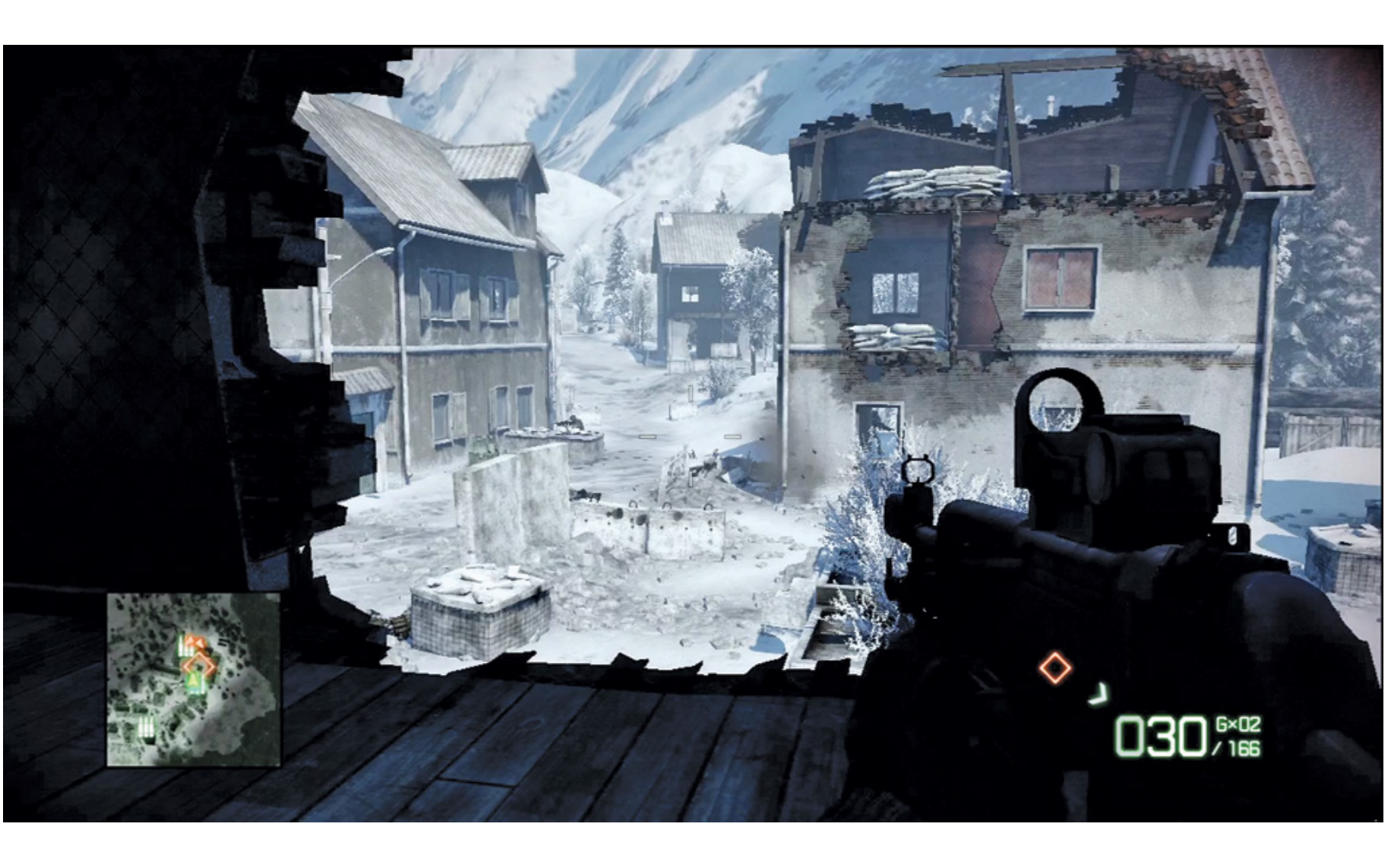


Press forward to the end of the street, taking cover near the burning VODN. Expect more resistance here. Take out the machine gun position behind the sandbags first, then watch out for enemy troops equipped with rocket launchers. Keep an eye on the minimap to locate new targets—they appear as red triangles. If you can't get a clear shot at a particular enemy, try lobbing a grenade in his direction. Grenades can blast through walls, killing anyone hiding on the other side.



Further down the street your team is pinned by a group of enemies positioned in a bus. Instead of staging a frontal assault, flank the bus from the left while your team holds their attention. This allows you to sneak up on the enemy and mow them down. A grenade can also do some serious damage in this situation. Keep up the attack until all the enemies in this area are down. Your team moves into a large two-story house across the street when it's safe.

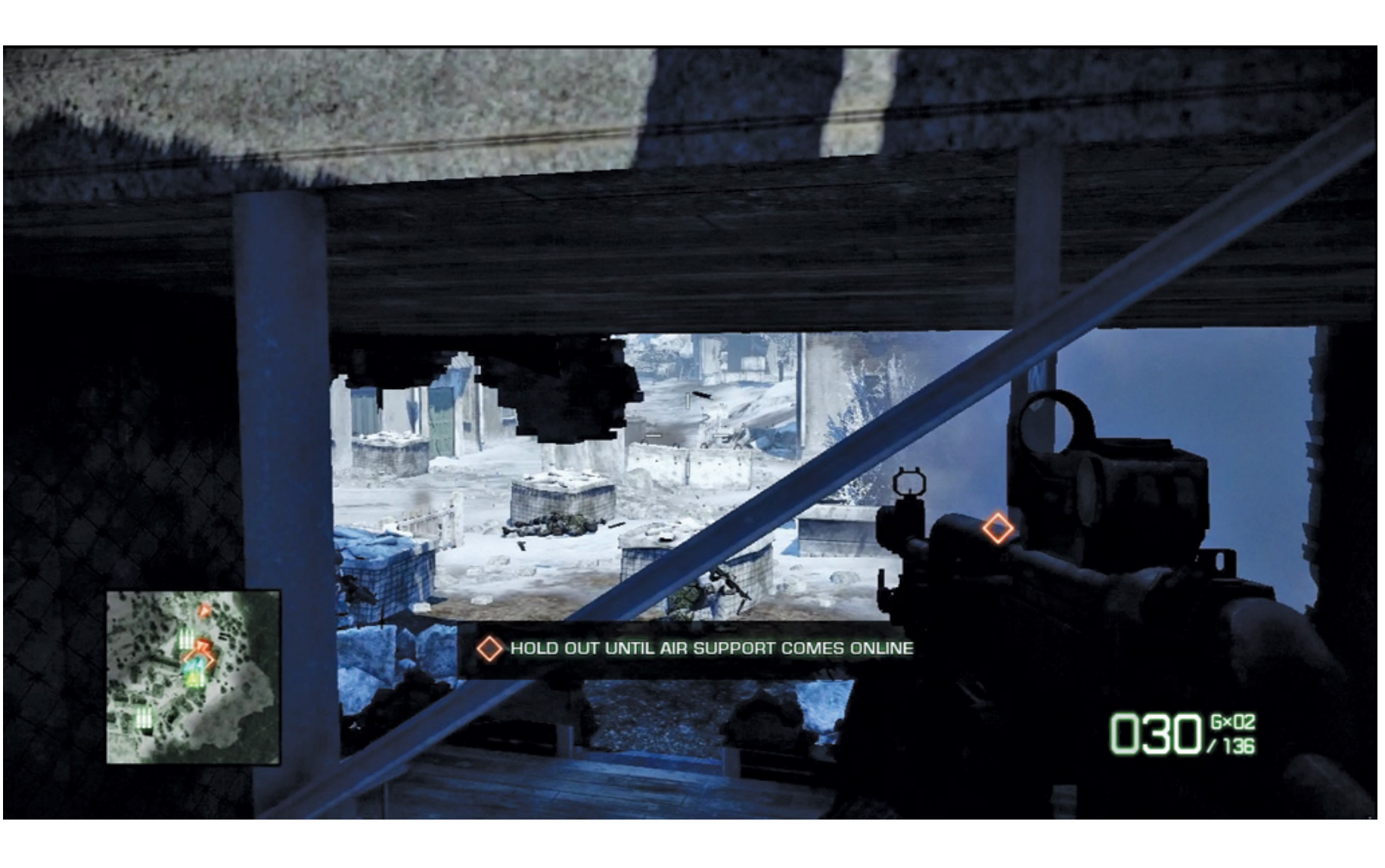
2. Secure Courtyard



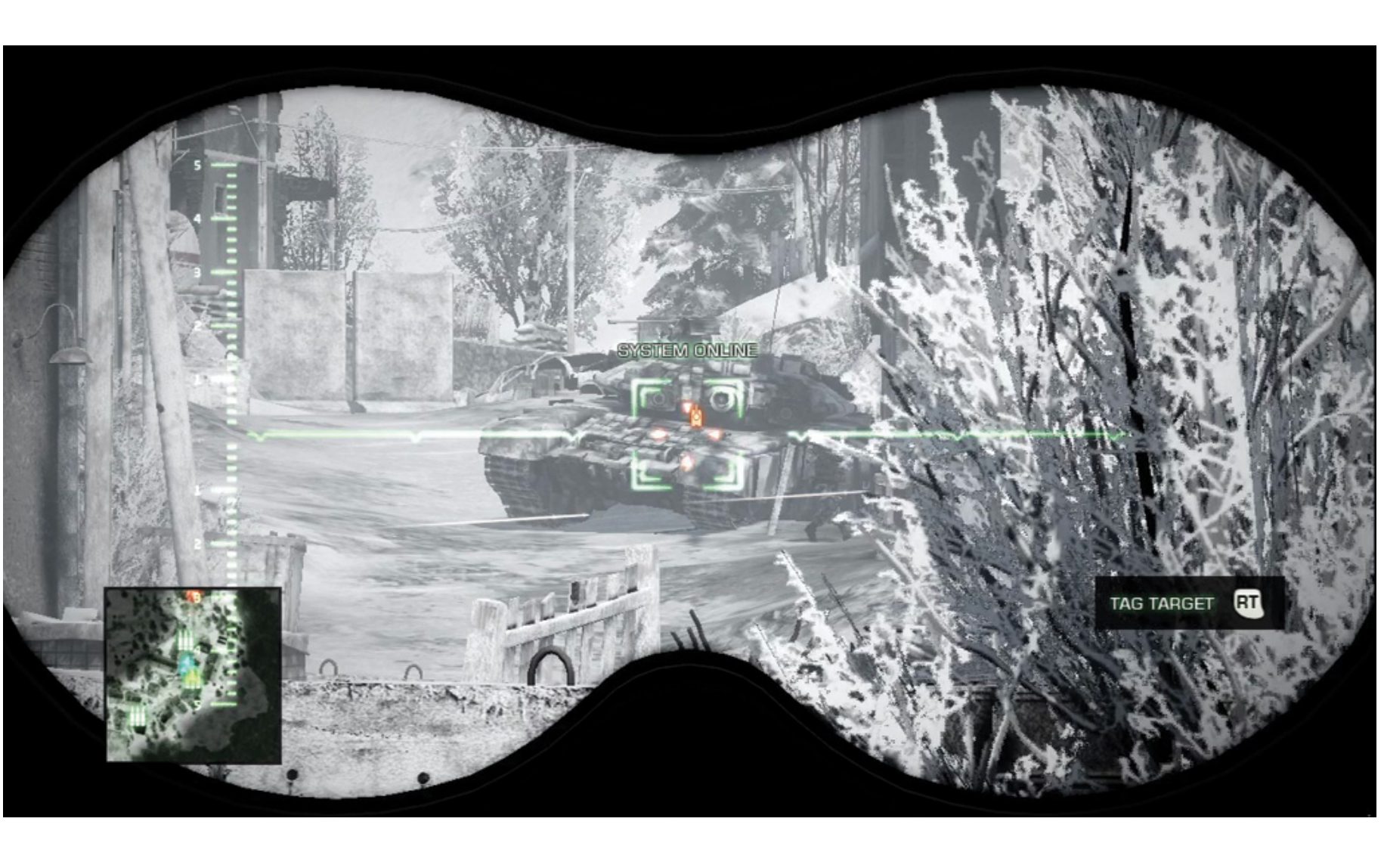
As you rejoin your team in the large house, a pair of gunships hover above the courtyard outside and enemy troops rappel to the ground. Stay clear of the windows until the helicopters have left—exposing yourself to the gunships at this range is extremely dangerous. Move to the house's second floor and start picking off troops in the courtyard below. This gives you a good vantage point of the courtyard and adjacent street.

Tip

Running low on ammo? Make note of the green bullet icons on the minimap. These mark the locations of ammo crates. Simply stand next to one of these crates to completely replenish your ammo and grenades. There's an ammo crate in the two-story house next to the courtyard, ideally placed for this defensive action.



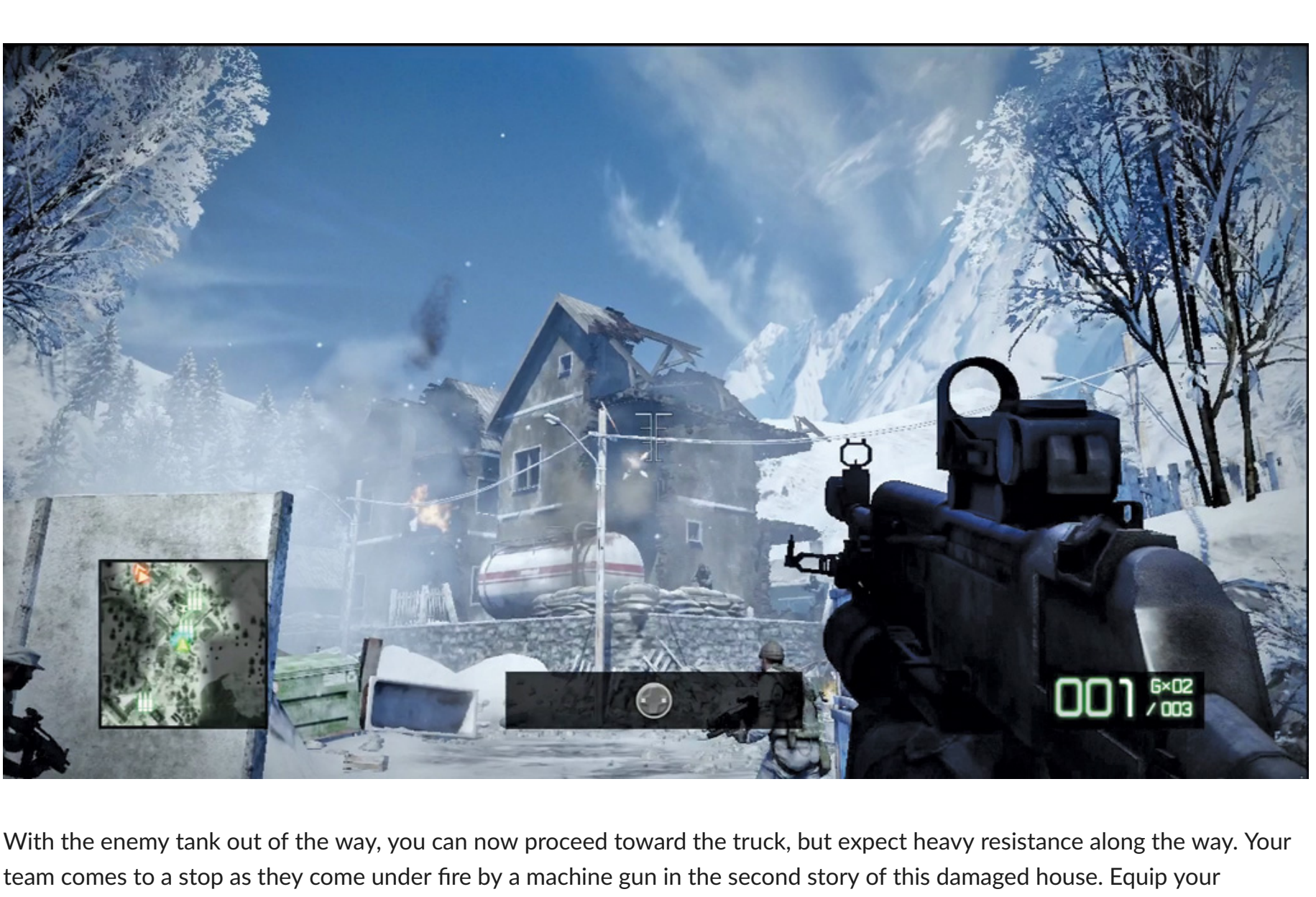
Once you've eliminated the first wave of enemy troops, a second wave attacks from the street outside. This time the enemy brought along a T90R main battle tank. You lack the firepower to take out the tank, so you'll need to hold out until close air support is available. The house's walls do little to protect you from the tank's devastating main gun. Your best bet is to hold near the house's stairwell or to retreat, hiding near the bus until help arrives.



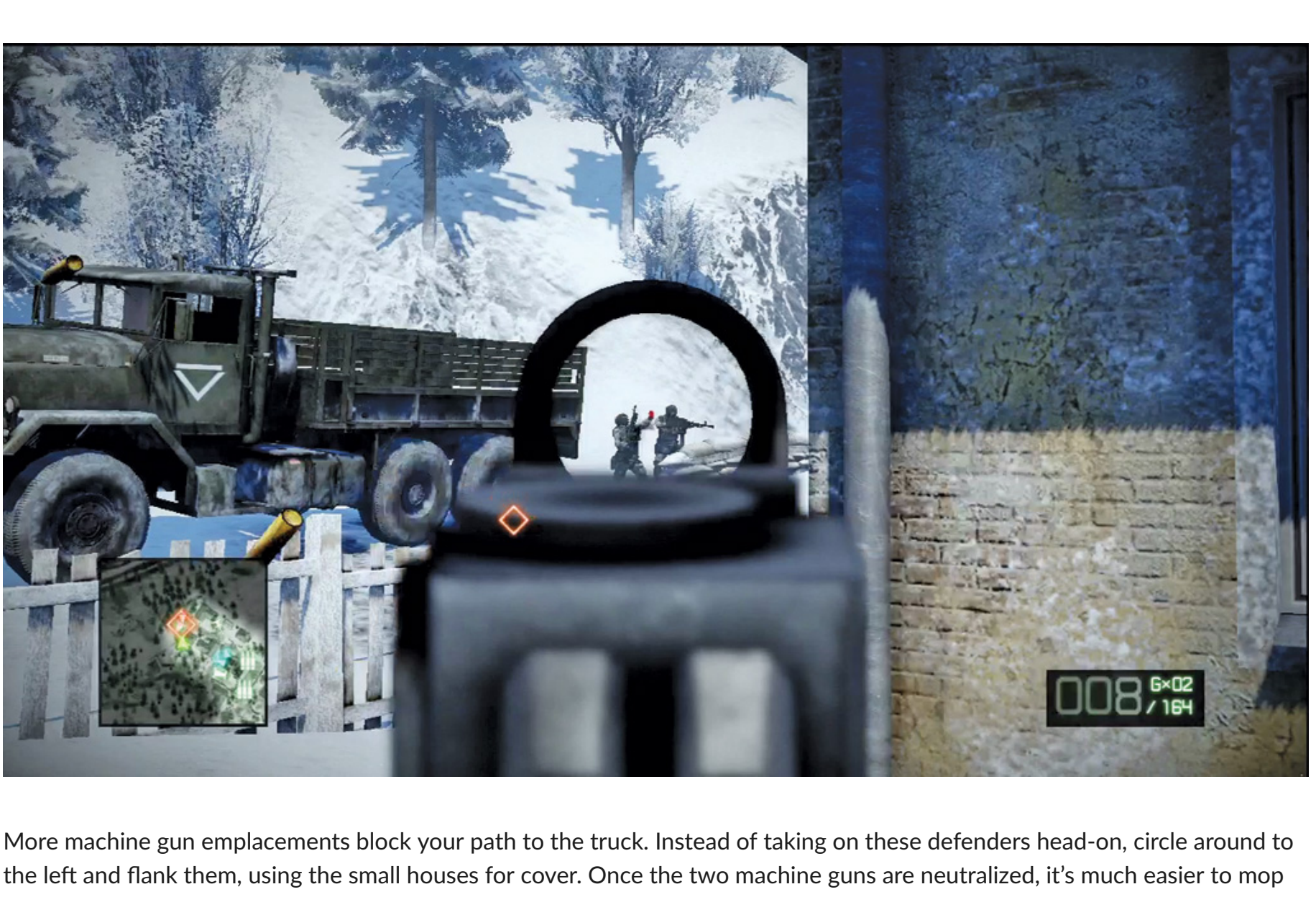
Listen to the radio chatter and wait for air support to come online. Now you must designate the target manually using your binoculars. Creep into position until you can spot the tank in the distance, then equip the binoculars.

Place the red crosshairs over the tank and pull the trigger to designate the target. Once the target is designated, you can stow the binoculars and watch the fireworks from a distance as two F-18 Hornets swoop in and knock out the tank with a thunderous bombing run.

3. Locate Russian High Value Vehicle

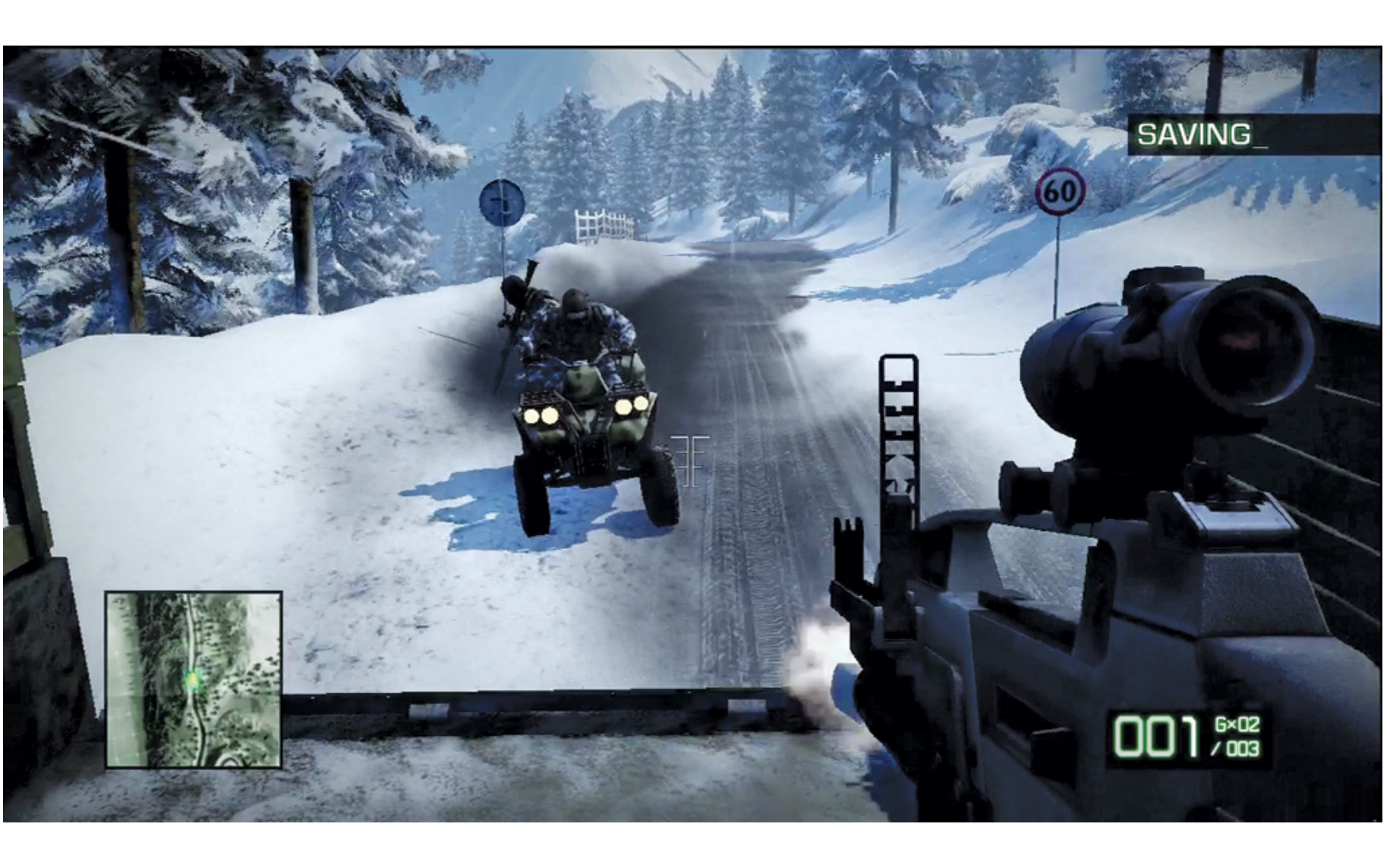


With the enemy tank out of the way, you can now proceed toward the truck, but expect heavy resistance along the way. Your team comes to a stop as they come under fire by a machine gun in the second story of this damaged house. Equip your grenade launcher and peek out of cover to fire a shot at the large fuel tank next to the house. The resulting explosion is powerful enough to topple the entire structure, silencing the machine gun in the process. Help your team wipe out the rest of the nearby infantry before proceeding through the village.

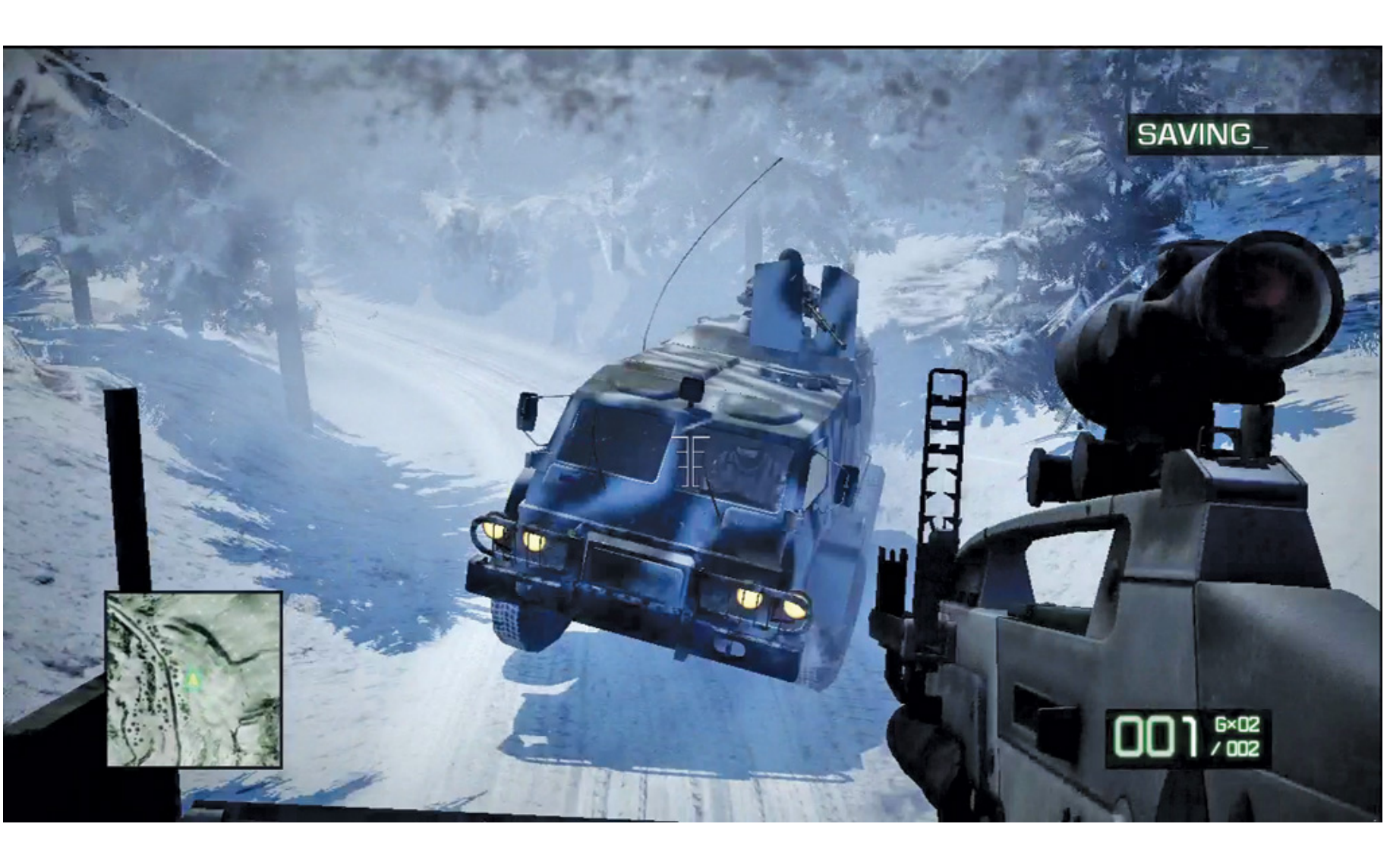


More machine gun emplacements block your path to the truck. Instead of taking on these defenders head-on, circle around to the left and flank them, using the small houses for cover. Once the two machine guns are neutralized, it's much easier to mop up the remaining infantry. Clear out the resistance, then make a move for the truck. Hop in the back and prepare for a bumpy ride.

4. Reach Exfil Point



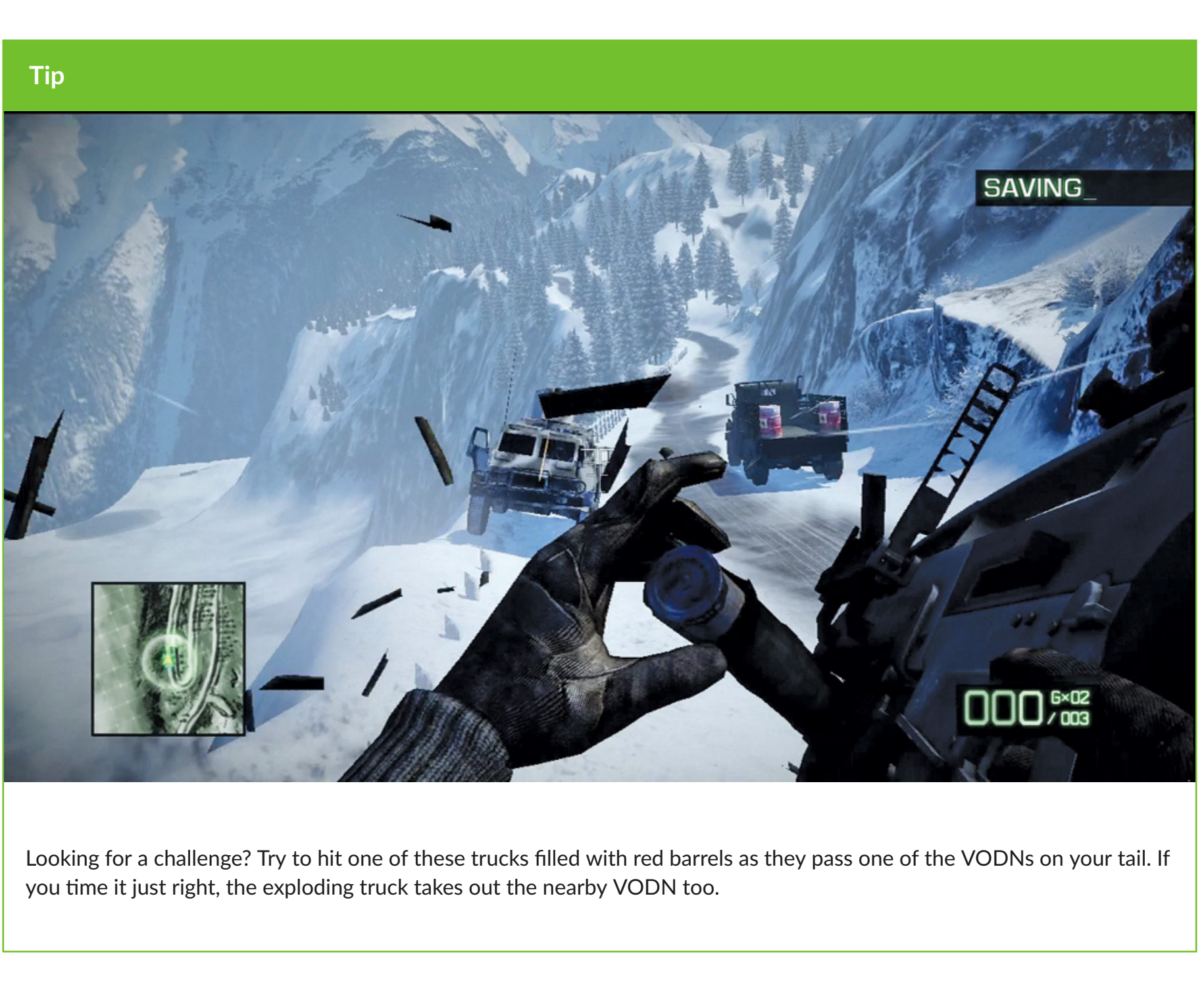
You've made it to the truck. Now it's time to get out of here. It's up to you to cover the vehicle's rear during the escape. Equip your grenade launcher and take aim at the ATVs racing after the truck. Firing grenades out of a moving vehicle can be difficult, but at least you have unlimited ammo during this sequence. For best results, wait until an ATV is relatively close to the back of the truck, then target the ground directly in front of it. You have time to practice with the first two ATVs, as they don't pose a huge threat. However, the rider on the back of the third ATV is armed with an RPG. Take this enemy vehicle out fast before the shooter can score a direct hit on the truck and bring your escape attempt to an abrupt, fiery end. Even if you don't score a direct hit, killing the ATV's driver is enough to take the enemy vehicle out of the race.



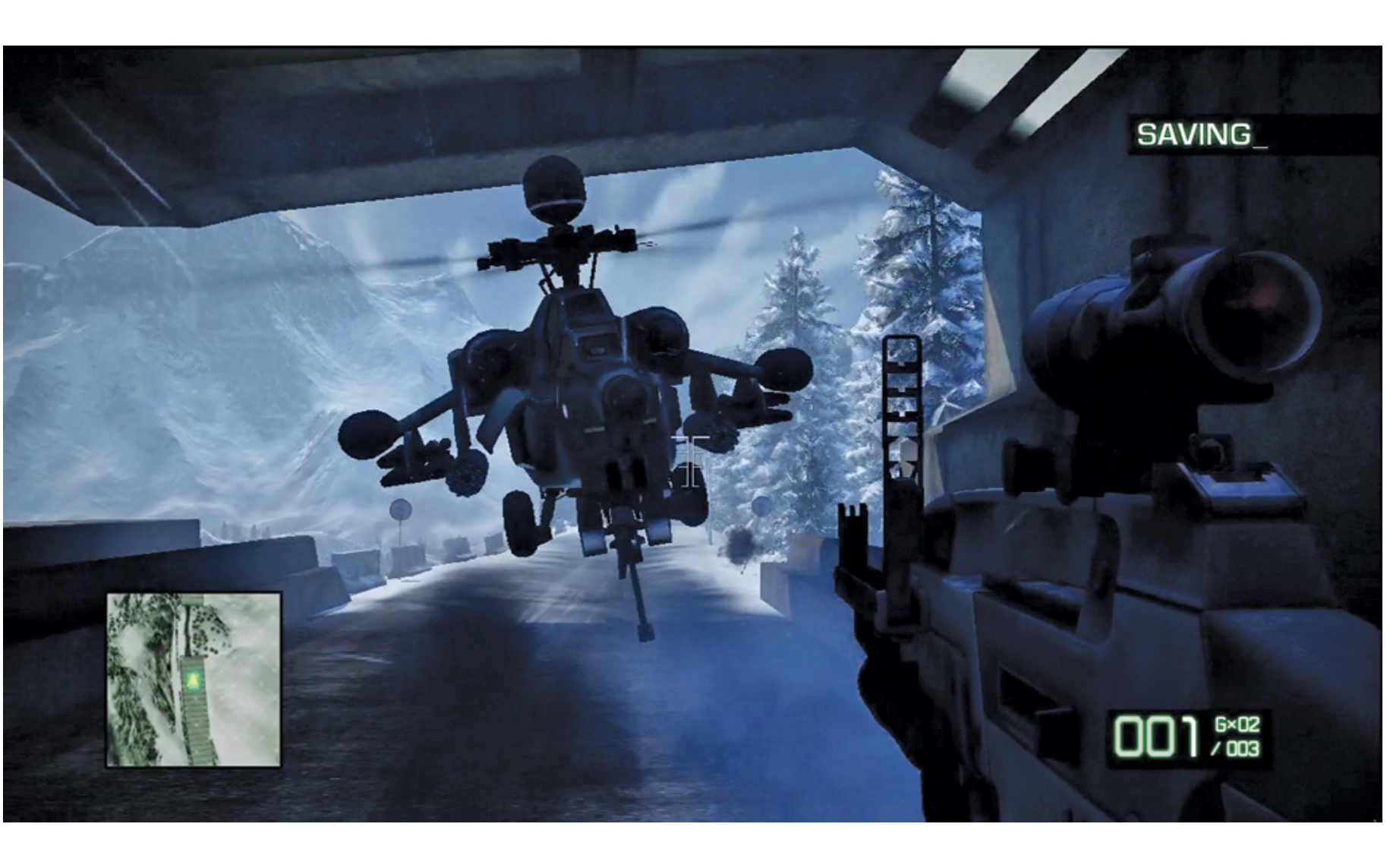
Following the ATV attacks, a series of VODN transports show up on your tail. Despite their larger size, these are much tougher targets due to their heavy armor. It takes at least two direct hits to knock out each of these vehicles.

Don't bother targeting the gunner on top of the vehicle. Instead, focus your fire on the vehicle's front cab. The cab is the most feasible target and also contains the driver. As with the ATVs, it's possible to kill the driver, causing the vehicle to stop or crash. In any case, fire at the transports on long, straight stretches of road. Hold your fire during the sharp turns, as accuracy drops substantially during these maneuvers.

Tip



Looking for a challenge? Try to hit one of these trucks filled with red barrels as they pass one of the VODNs on your tail. If you time it just right, the exploding truck takes out the nearby VODN too.



Following the frantic confrontation with the VODNs, a MI28 gunship joins the chase. The chopper's erratic movements make it nearly impossible to hit while it's swerving to the left and right.

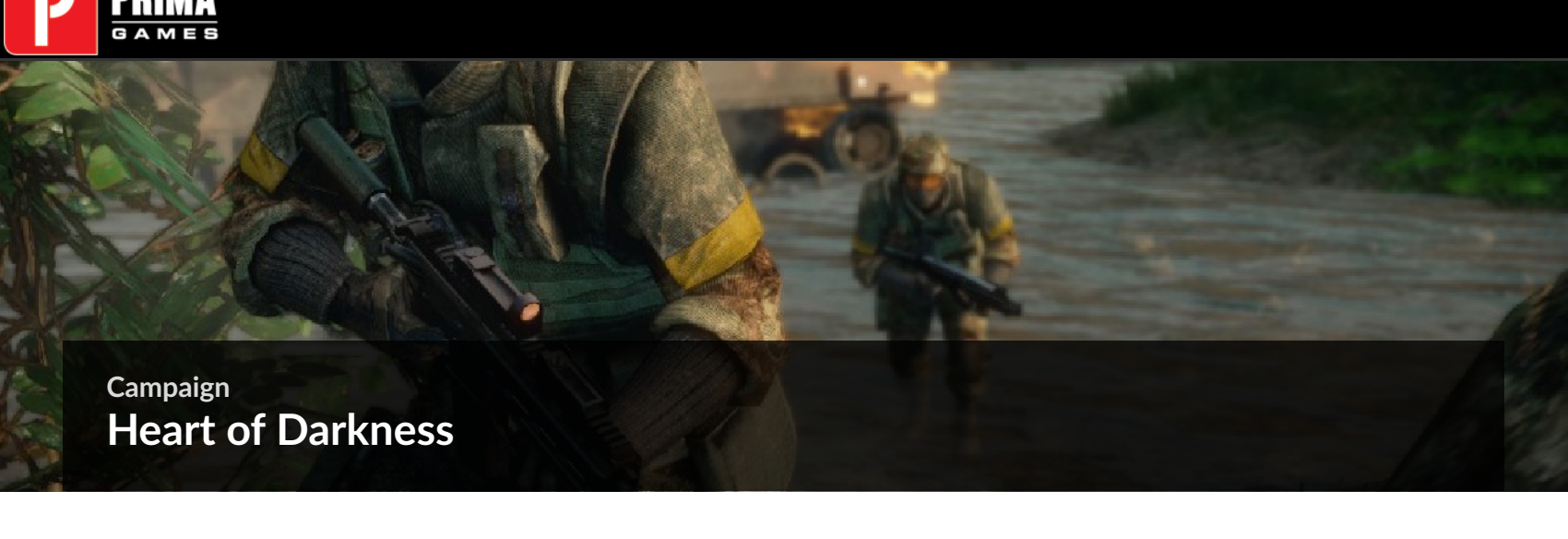
Hold your fire until you reach the second span of the tunnel. At this point, the chopper enters the tunnel, flying directly behind the truck at low altitude. With little room to maneuver, the gunship is an easy target. Launch a grenade directly at the cockpit to make it crash.

As the chopper's wreckage bounces around the tunnel's interior, the truck loses control, flipping onto its side. Fortunately, everyone survives the crash. While the squad reassembles, Marlowe finds a crate in the wreckage that seems to contain some sort of nuclear component. No wonder this truck was so important to the high command.

Back at HQ, General Braidwood informs the squad that the component is a fake. Apparently the Russians are developing a new weapon and this component is simply a decoy to throw off U.S. intelligence. Admitting that his regular units are preoccupied, Braidwood reluctantly enlists the squad for a new mission. He needs Sarge and his men to travel to Bolivia to meet with a man named Aguire. Apparently he's some sort of expert and may be able to discern more intel from the object Marlowe discovered. Bad Company is now part of Braidwood's Special Activities Division.

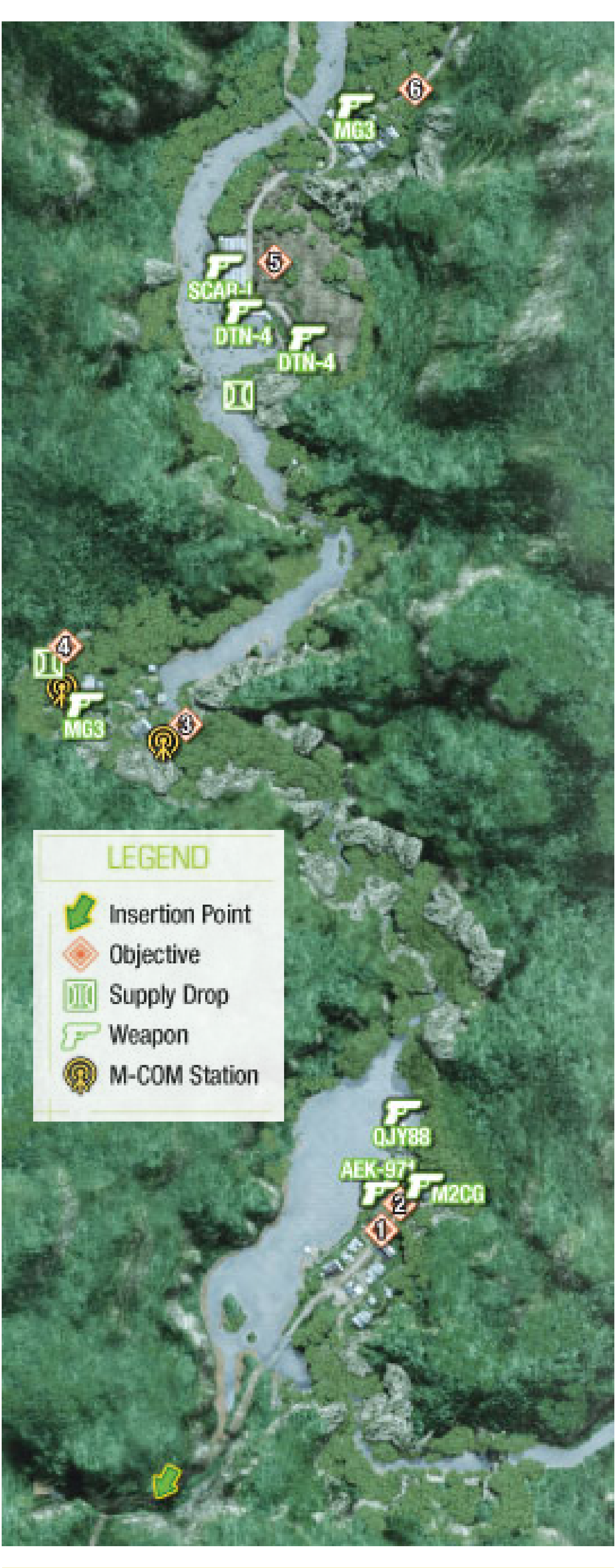
Note

Notice anything familiar in that final cutscene? Look for the Legionnaire's insignia on the bulletin board—the group of gold-hungry mercenaries from the first game. There's also a portrait of Faith (from Mirror's Edge) hanging on the wall at the back of the room.



Campaign

Heart of Darkness



Mission Collectibles

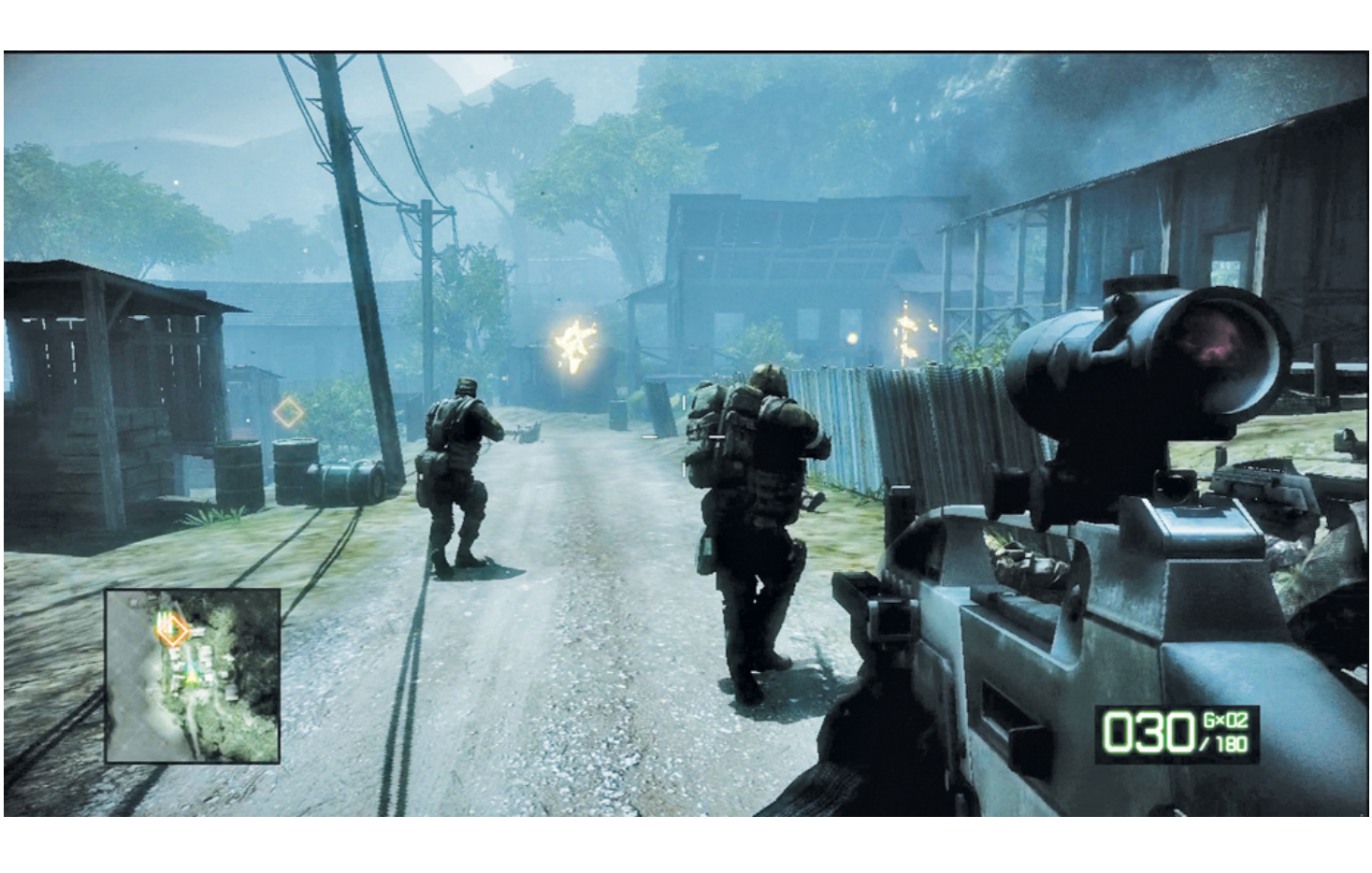
M-COM Stations: 2

Collectible Weapons:

- AEK-971 assault rifle
- M2CG rocket launcher
- QJY88 light machine gun
- MG3 light machine gun
- DTN-4 remote detonator
- SCAR-L silenced submachine gun

Not long after the briefing with General Braidwood, the boys from Bad Company are over Bolivia in a Blackhawk piloted by an eccentric pacifist named Flynn. Flynn may be odd, but he's good at his job, effortlessly dodging an RPG fired at the chopper. It looks like the area is hot. Time to find this Aguire guy and find out what he knows about the fake device Marlowe found in Russian territory.

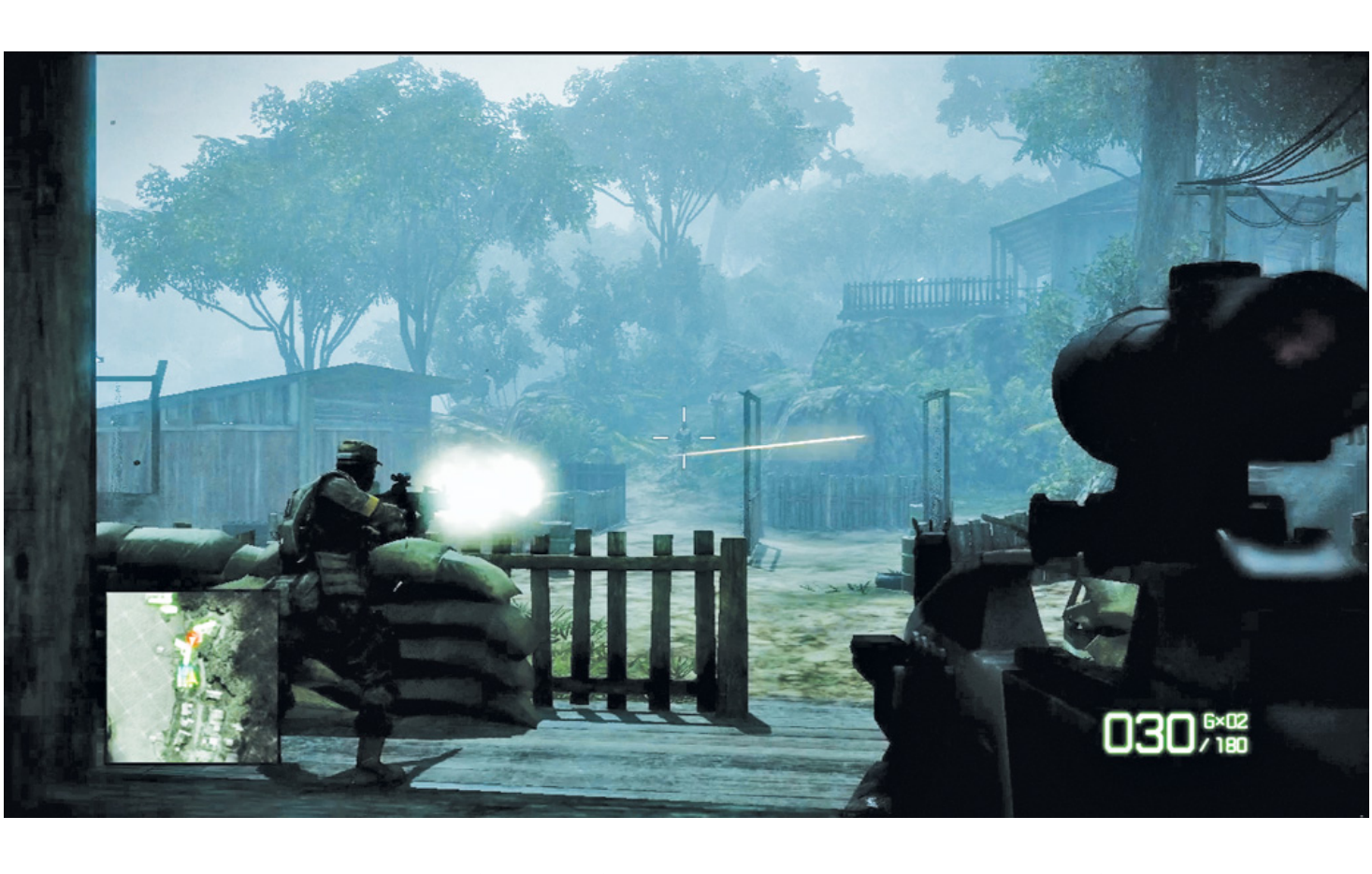
1. Follow Unit



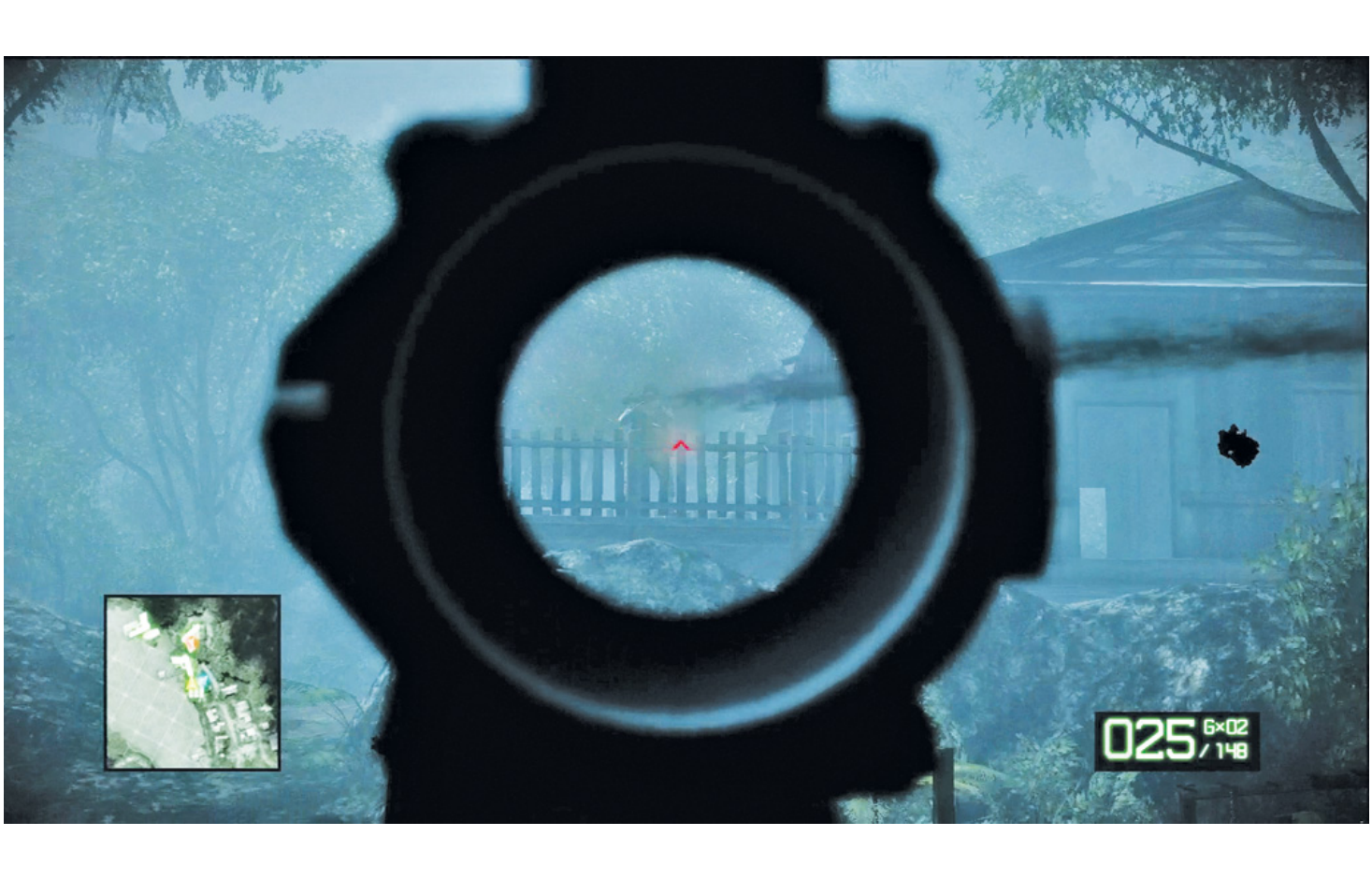
According to your intel, Aguire is stationed at a nearby village. As soon as you hit the ground, follow your team out of the shallow water and onto a jungle path. Things don't look right as you near the village. There are no signs of life—quite the opposite in fact. Judging by the fires and dead bodies, it looks like the village was recently attacked. But Aguire may still be alive, so follow Sarge to Aguire's hut.

There's nothing but more dead bodies in Aguire's place, but Aguire doesn't seem to be one of the victims. So where is he? Sarge finds a clue on a map left by Aguire. It looks like he may be somewhere up the river. But following him will have to wait. A commotion outside sets the guys on alert. Whoever attacked this village is still around.

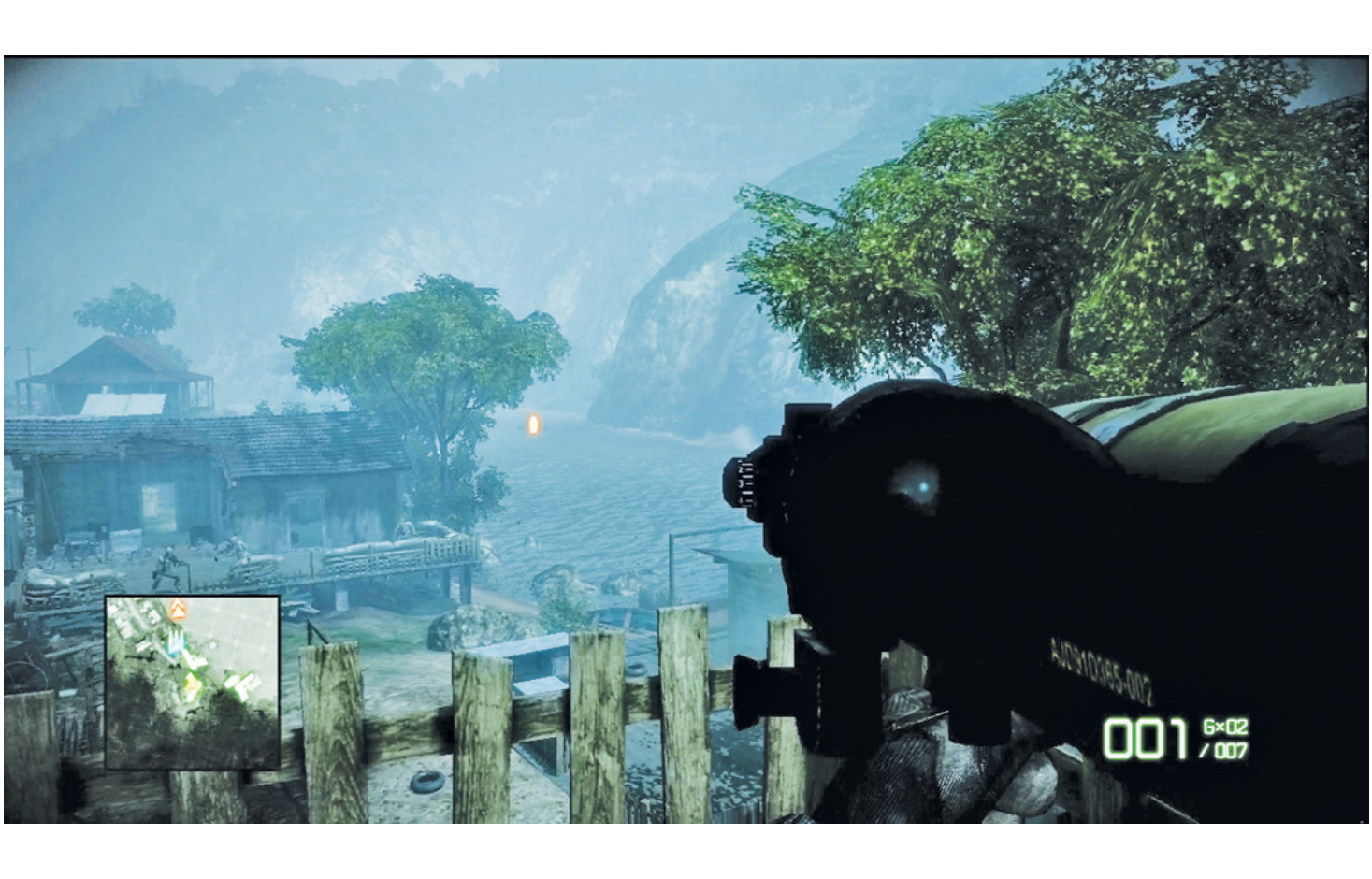
2. Withstand Counterattack



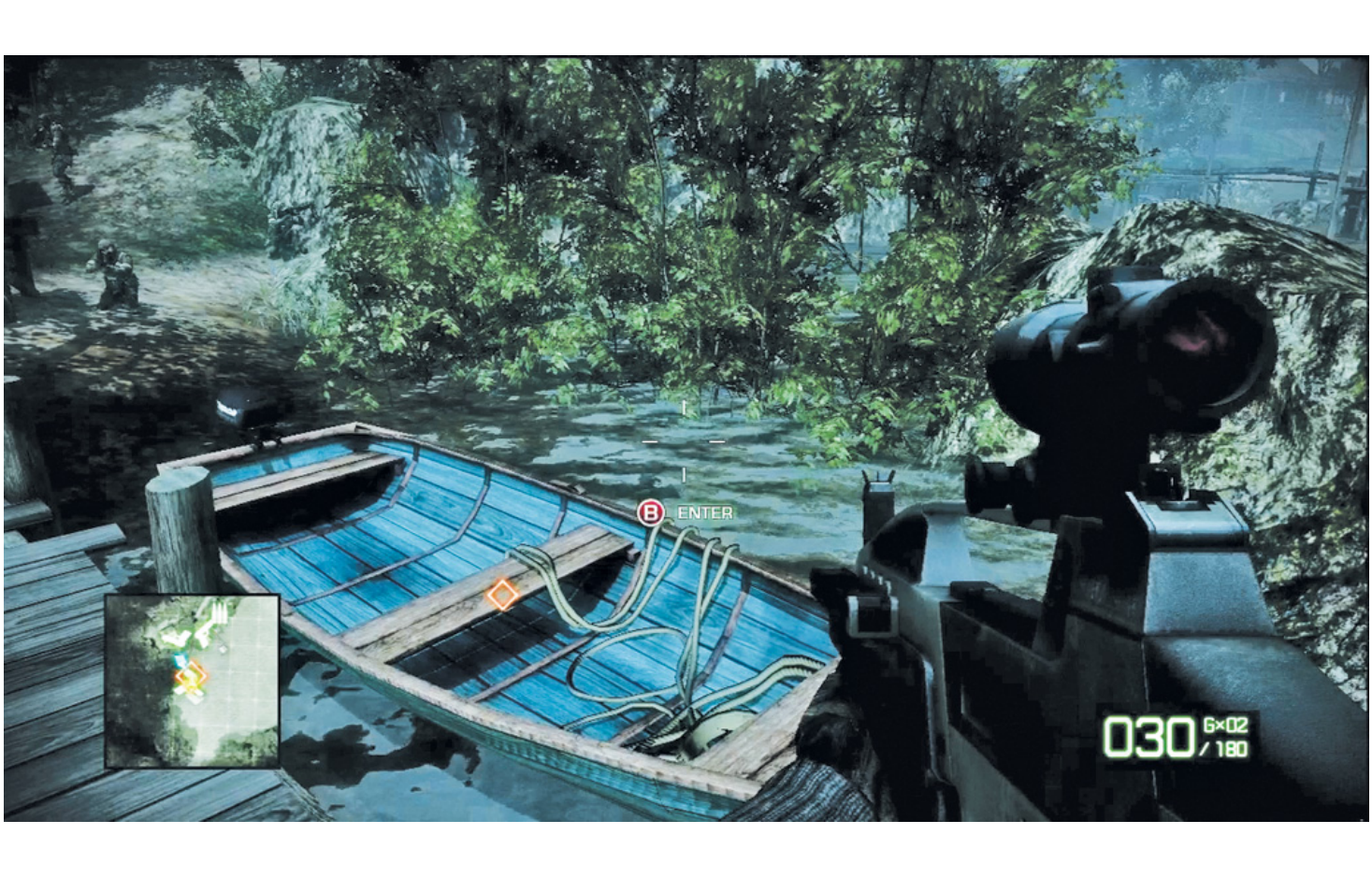
A group of local militia patrol outside Aguire's hut. They're unaware of your presence so wait for Sarge's order before opening fire. Once the first shot is fired, prepare for a heated assault originating from the hill. Hold at the window in Aguire's house and watch for enemies attempting to flank on the right of your position. Although the house offers decent cover, it's made out of wood and will degrade over time. Be ready to move out onto the porch and take cover behind the sandbags near your squad.



During the firefight watch for an enemy armed with a rocket launcher on the hill straight ahead. Haggard calls him out when he appears. Quickly line this deadly enemy in your scope's sight and take him out before he can fire a rocket directly at your team's position. Help the squad mop up the rest of the attackers, but don't let your guard down just yet.



Shortly after taking out the enemy armed with the rocket launcher, a PBLB patrol boat races along the river, firing at your team with a grenade launcher. Immediately race up the hill where the rocket launcher enemy was positioned. Here you find an M2CG rocket launcher. Pick it up and immediately target the boat in the river. Zoom in and line up the boat in the launcher's sight to score a direct hit, causing the target to explode. For best results, wait for the boat to slow down and make a turn before firing.

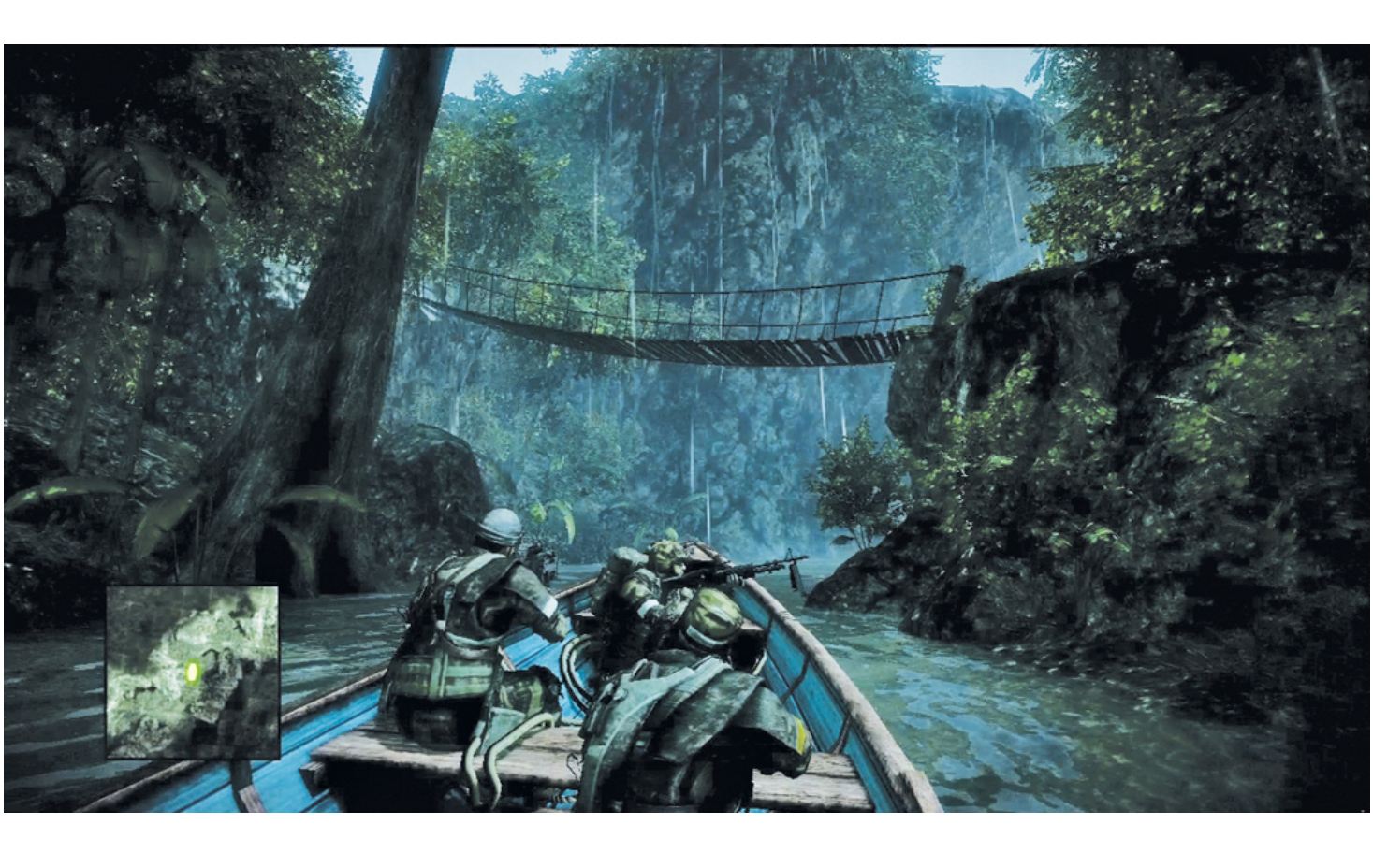


Destroying the patrol boat allows you to finally move up river and resume your search for Aguire. Move to the dock to find a small motorboat. It's no yacht, but it will do the job. Hop into the boat and take your squad up river.

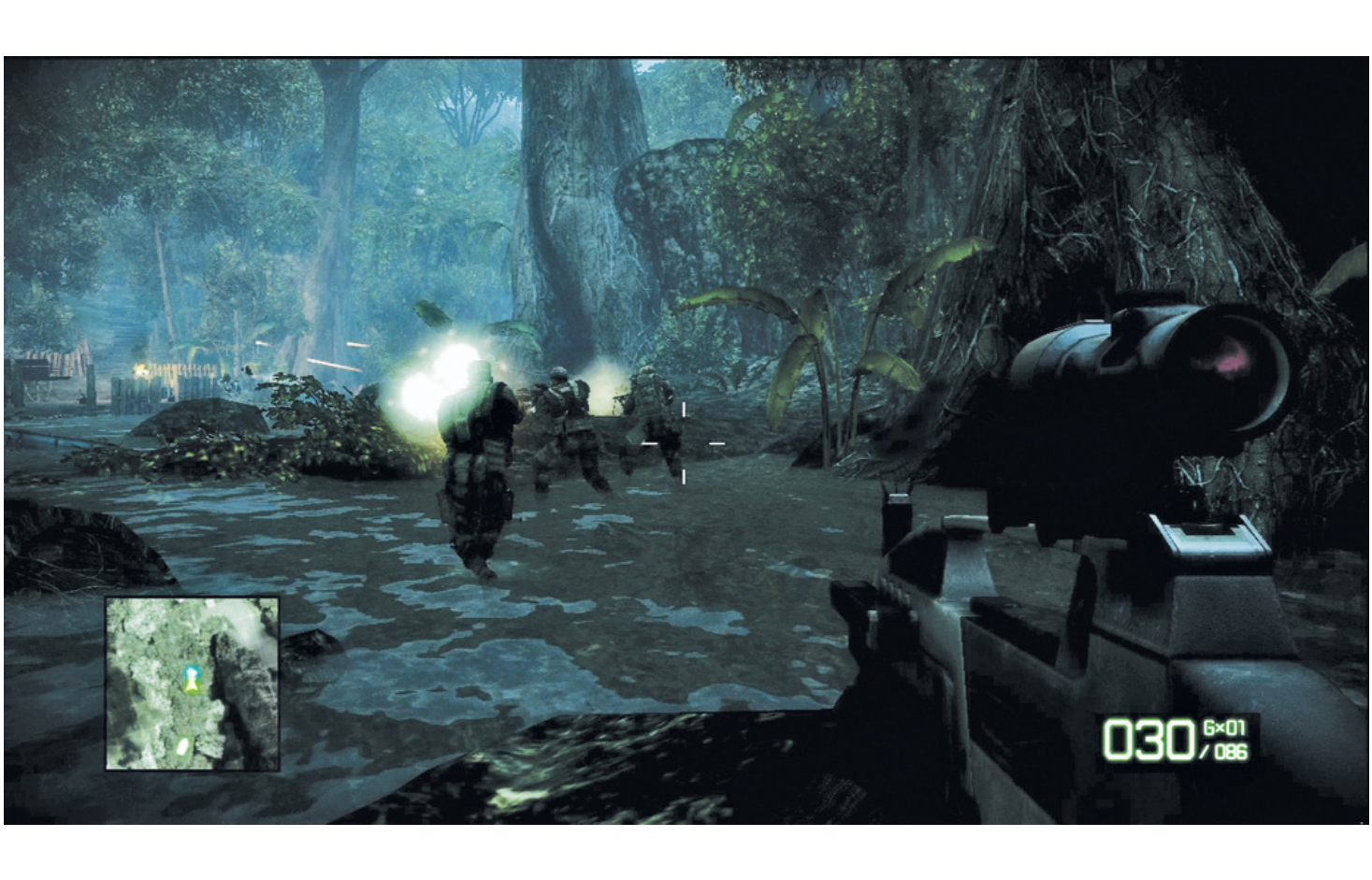
Note

Before leaving the village, gather a few weapons for your arsenal. In addition to the M2CG rocket launcher, there's an AEK-971 assault rifle near Aguire's house. There's also a QJY88 light machine gun by the house on the boat dock. Look for the green pistol icons on the minimap to find each weapon's precise location.

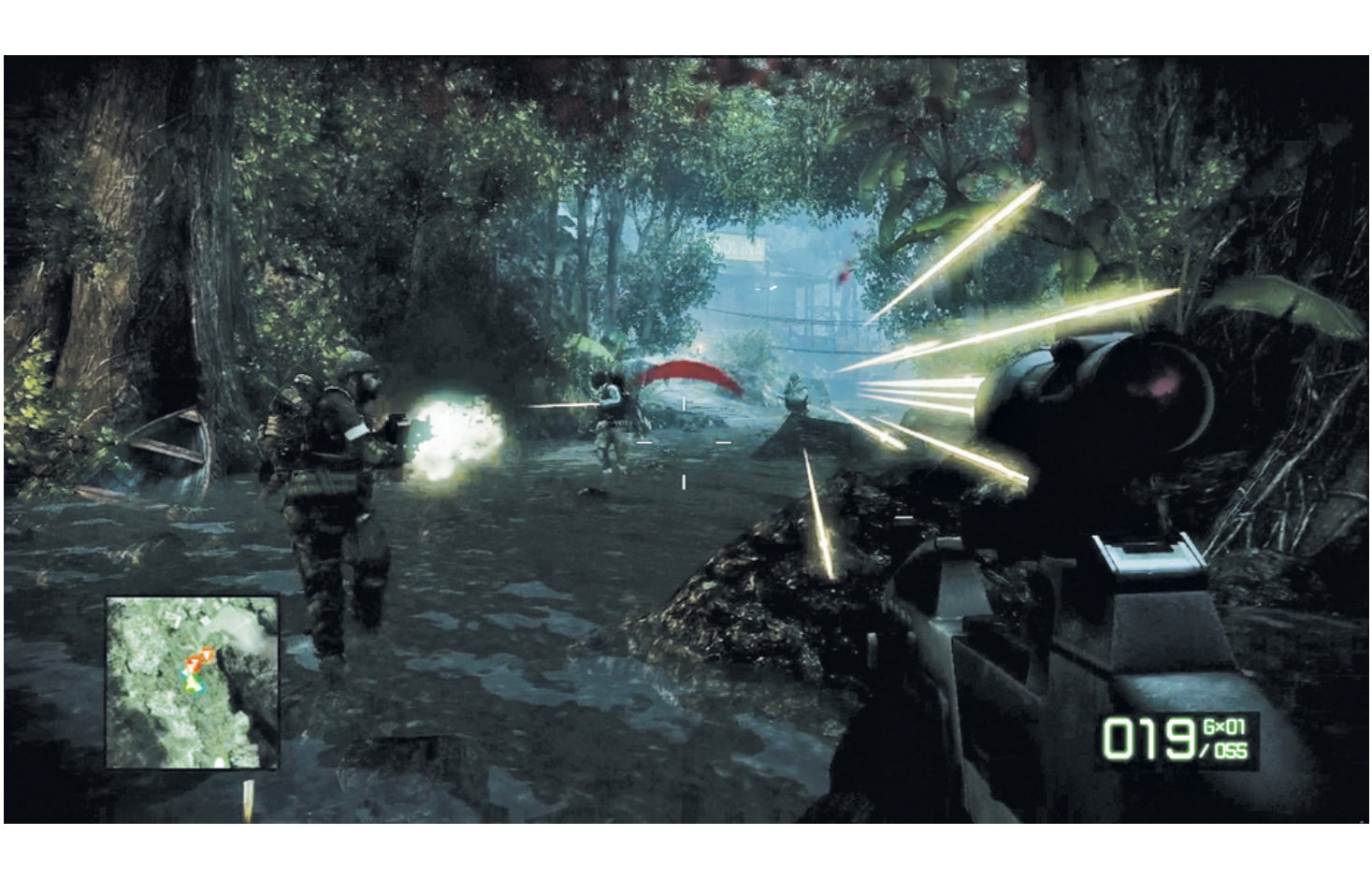
3. Follow Aguire's Trail



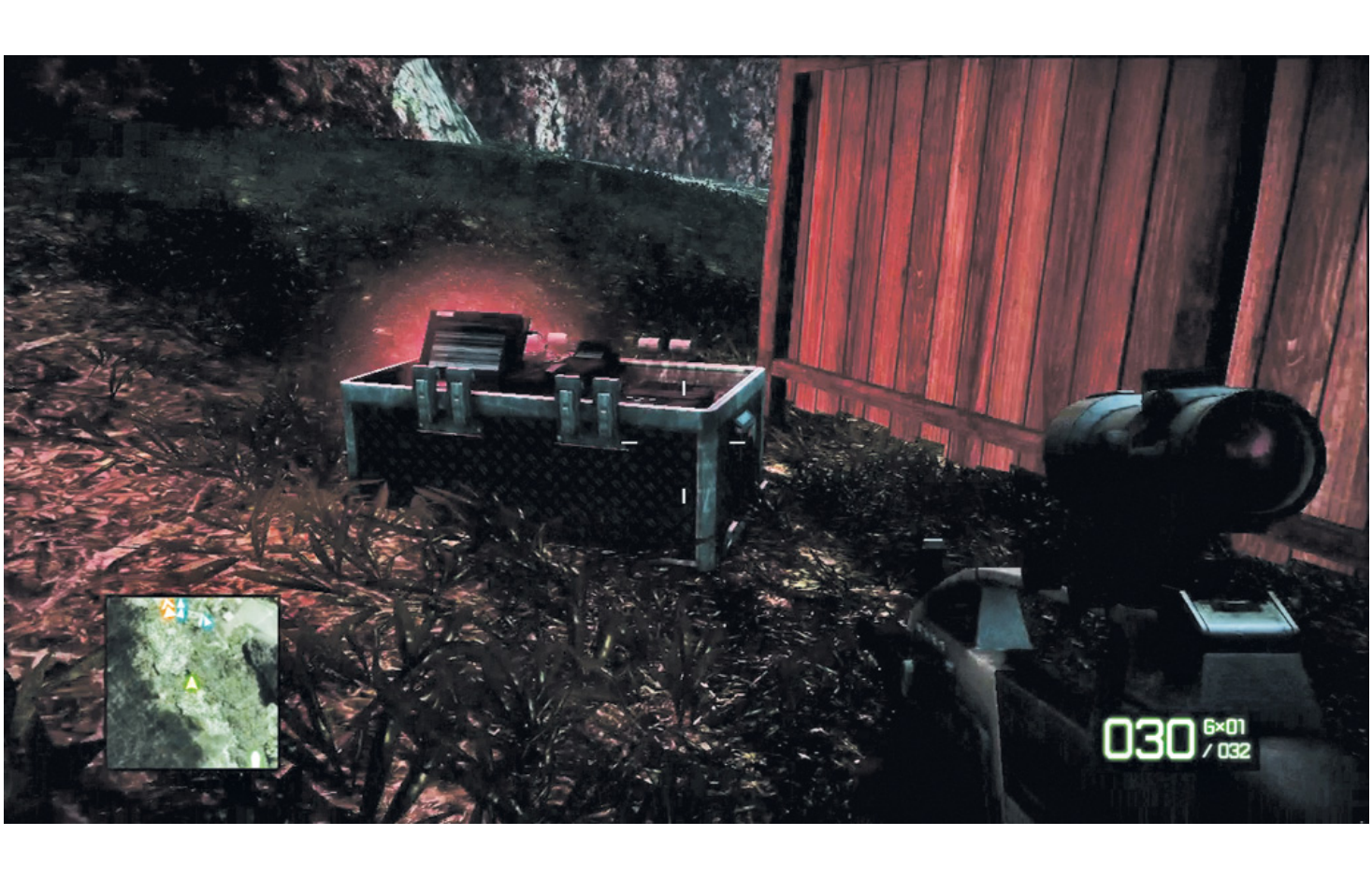
A pounding thunderstorm breaks out as you pilot the boat up the river. Keep the boat centered in the middle of the river to avoid colliding with the rocky banks. Although you can see militia running through the jungle, there are no threats during this short trip, so just follow the river. The water eventually becomes too shallow for the boat to navigate. You'll need to continue the trek on foot.



During the hike up the shallow river, more militia attack. Instead of standing in the middle of the river and returning fire, quickly seek cover behind one of the large rocks. The militia members are armed with a mix of shotguns and light machine guns. Prioritize the guys with shotguns first, as these enemies are very deadly, particularly at close range. As necessary, crouch behind your rock to recover or reload.



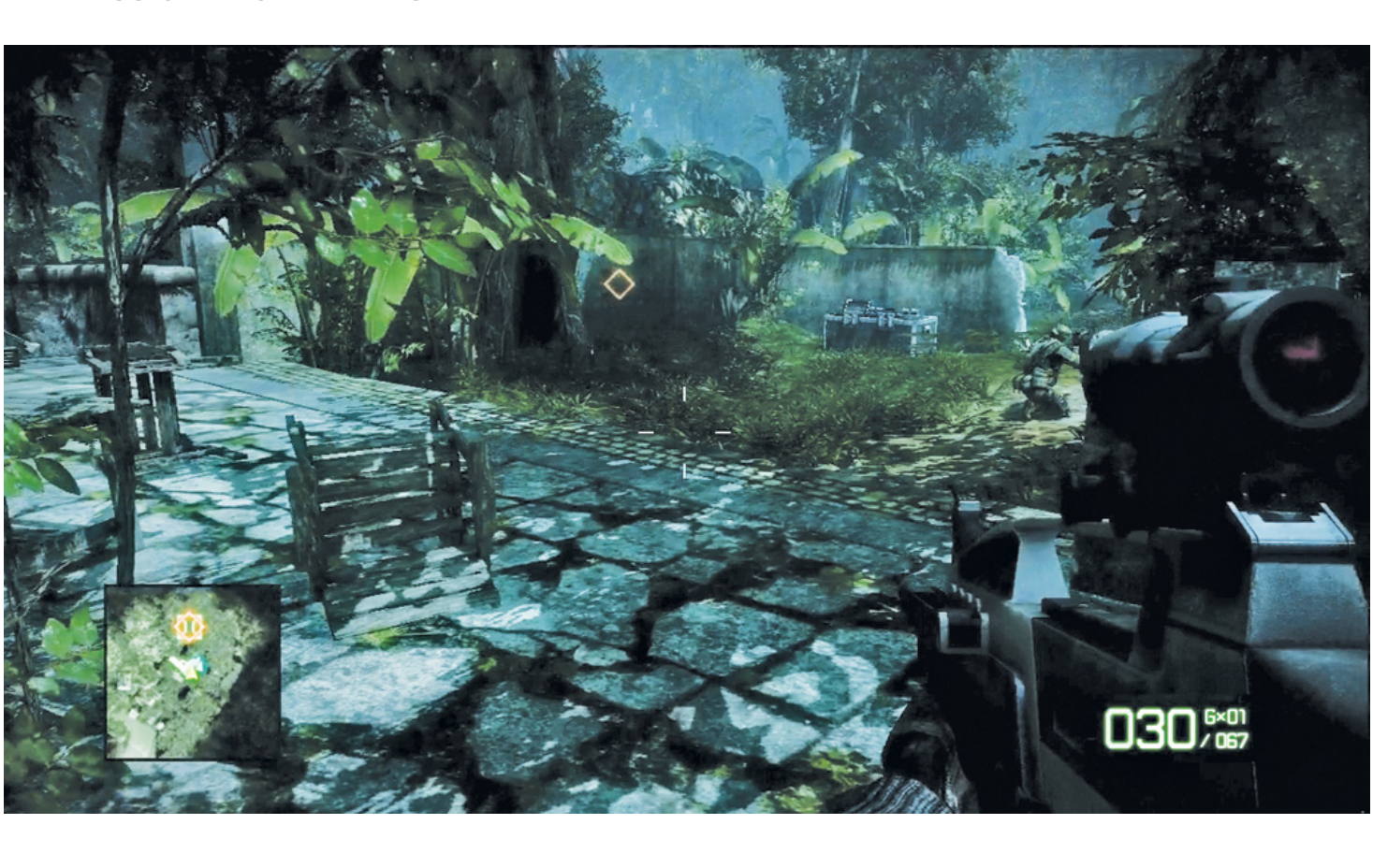
As the firefight dies down, proceed down the river as it bends to the right. Prepare for more action here as another group of militia attack from a small village. Once again, grab some cover and then return fire. Hold at the riverbend until you get a new objective.



Before proceeding into the village, climb the path at the bend in the river to locate the first M-COM station. These satellite uplink boxes are scattered throughout most of the campaign's levels. Simply walk up to the box and hold down the button indicated on the screen to plant a charge.

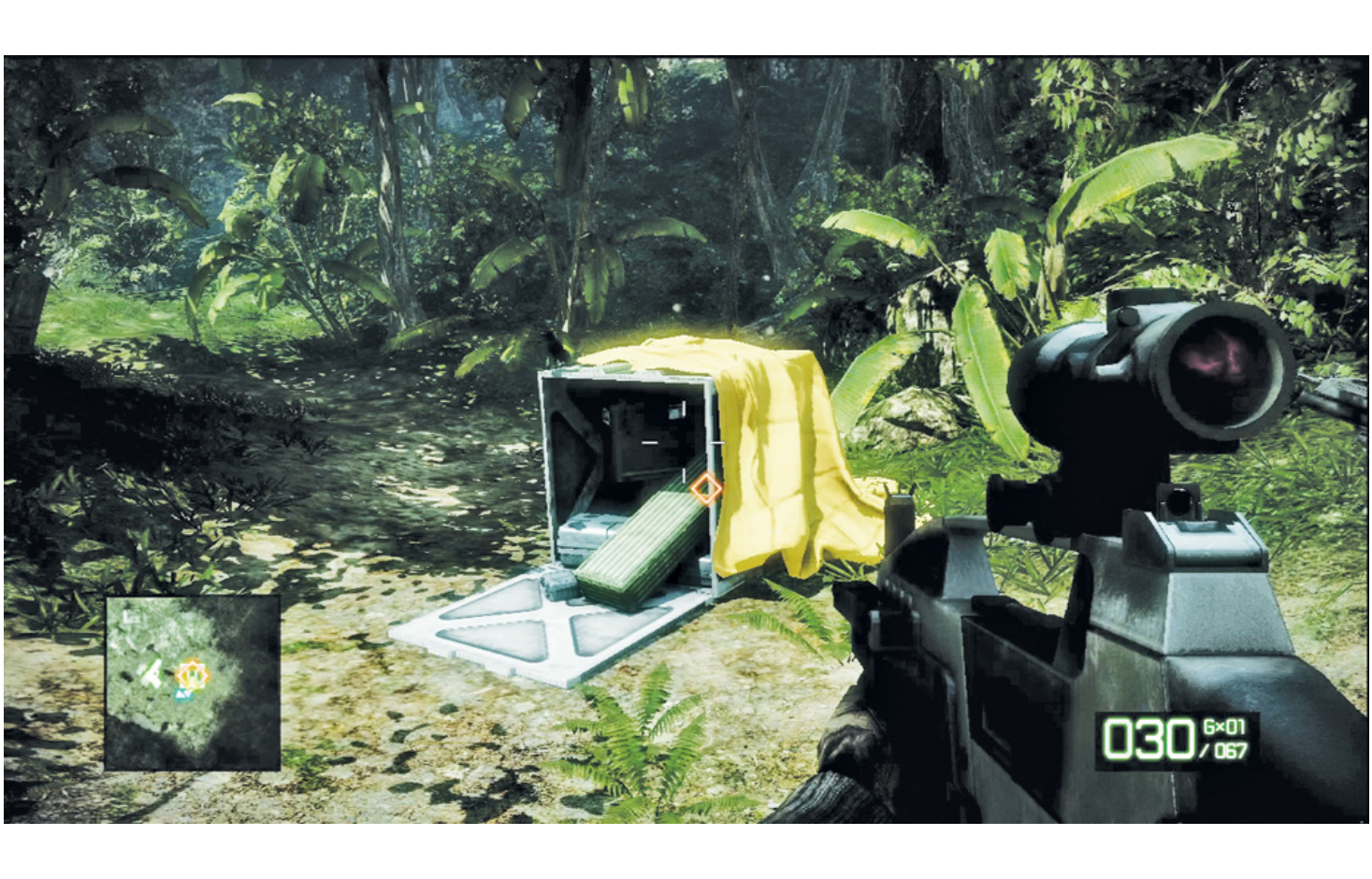
Step away once the charge is placed and watch from a safe distance as the M-COM station explodes. Destroying M-COM stations isn't necessary to complete the campaign, but if you find and destroy them all you'll earn the Complete Blackout achievement/trophy. In fact, you earn the Link to the Past achievement/trophy for just destroying one. So keep your eyes peeled for more of these boxes as you proceed through the campaign.

4. Resupply at Flynn's Weapon Cache

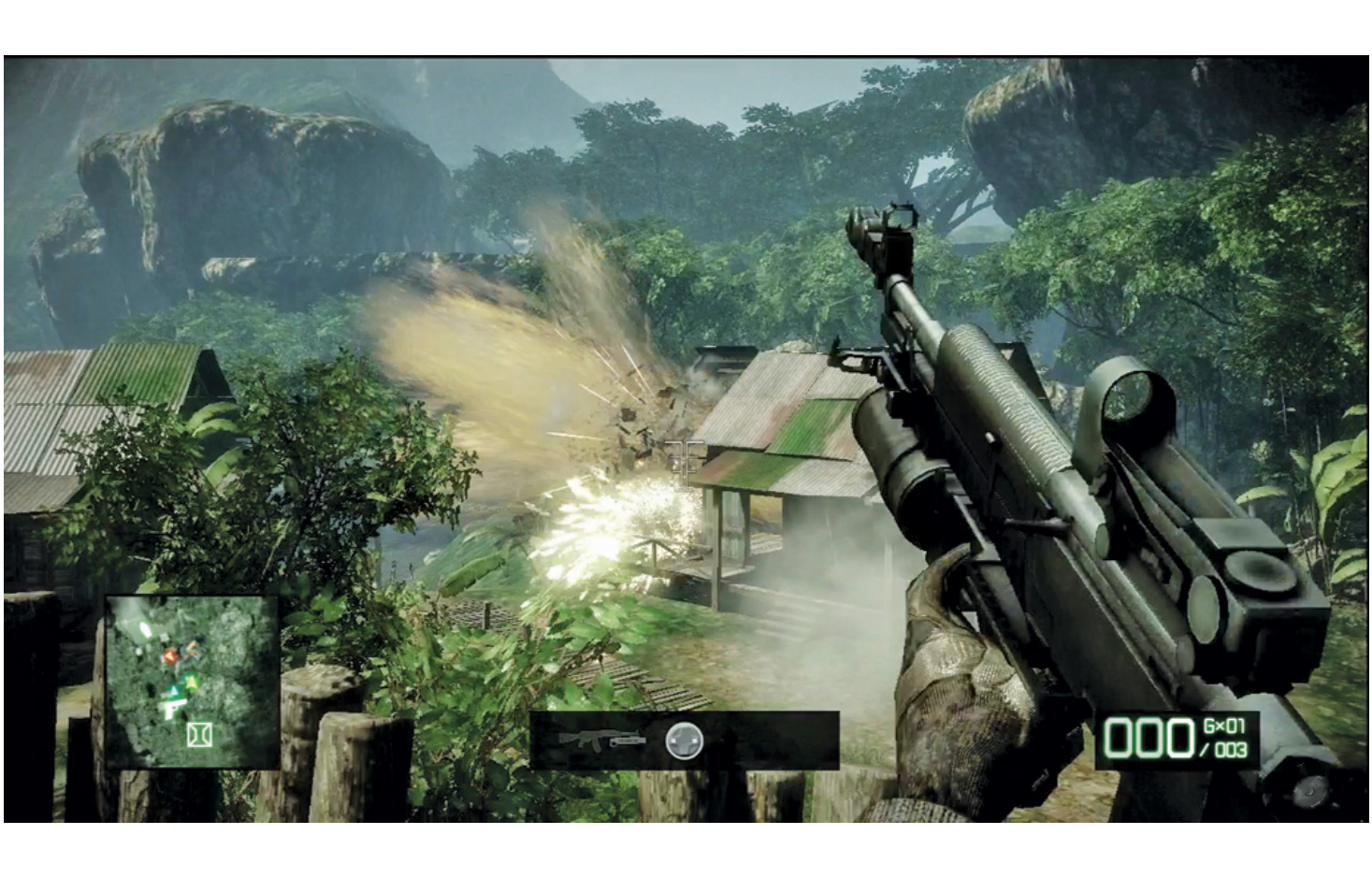


Follow your squad into the village and climb the stone steps ascending the side of a steep cliff. At the top of the steps you can grab an MG3 light machine gun as well as destroy another M-COM station.

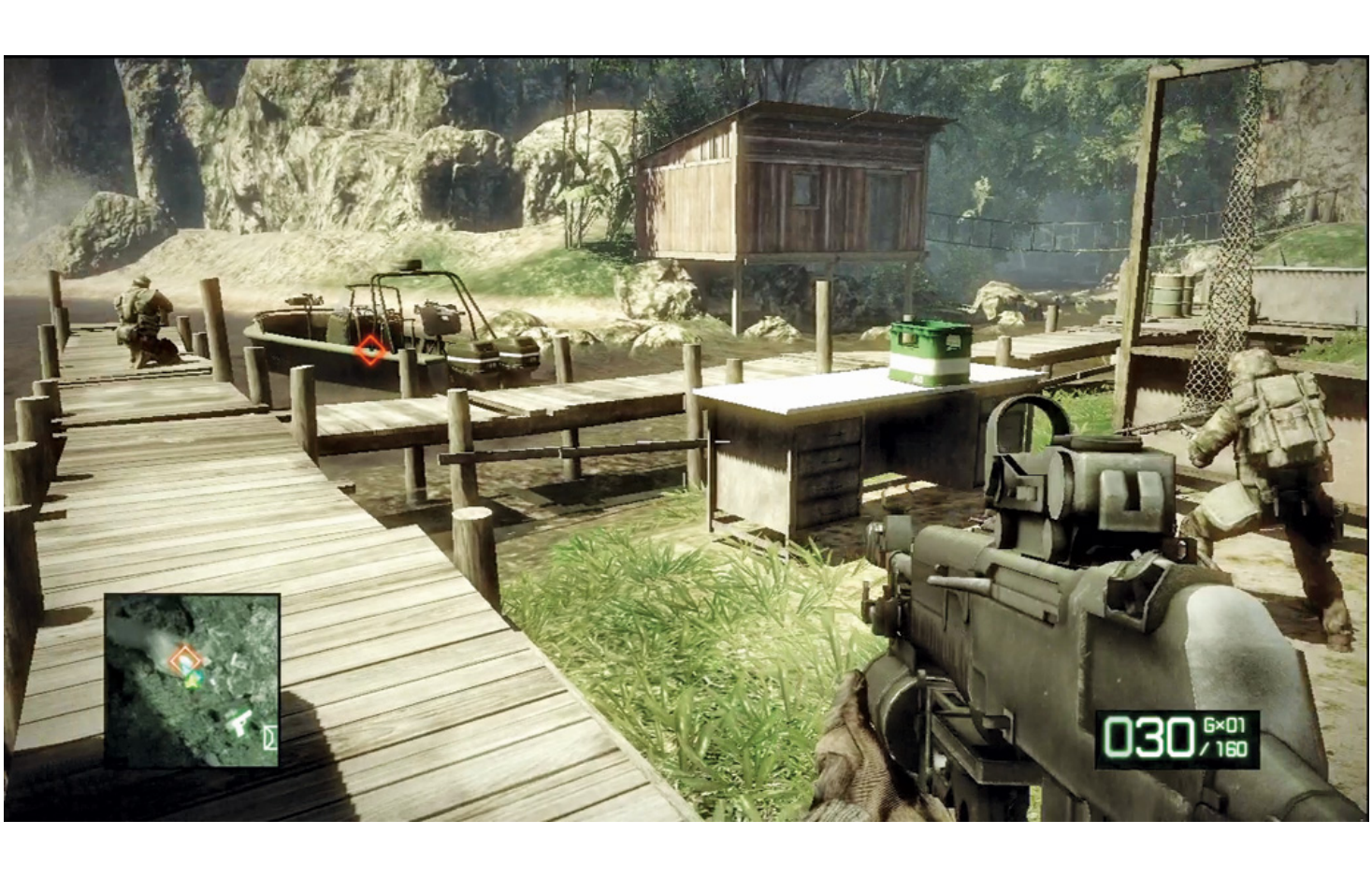
That's the second and final station in this level. Take the MG3 with you as it's a great light machine gun with an amazing rate of fire. Simply picking it up unlocks it, making it available in all future supply drops.



Speaking of supply drops, Flynn has dropped a crate for you on the path beyond the village. Interact with the crate to choose two primary weapons. Notice that all the weapons you've picked up thus far appear in the two parallel lists, along with stats for each. For the next phase of the mission, choose an assault rifle and stick with your newly acquired MG3 light machine gun as a backup.

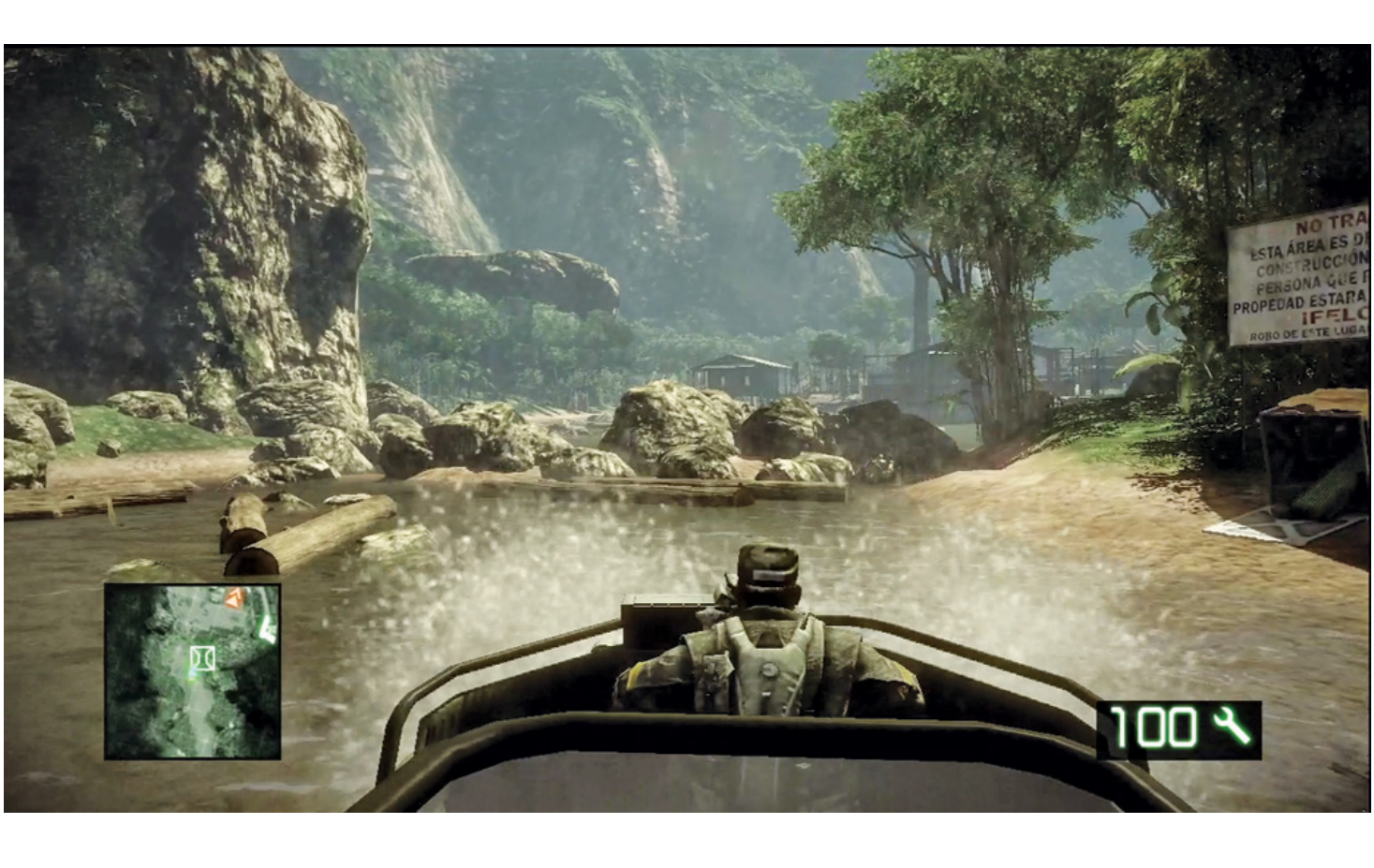


The trail beyond the supply crate leads back down to the same riverfront village, now occupied by more local militia. Most of the enemies here are in the two large shacks, firing from the windows. Instead of picking them off one by one, consider blasting them to bits with your assault rifle's grenade launcher. At the very least, grenades demolish the shacks' walls, giving the enemy nowhere to hide.

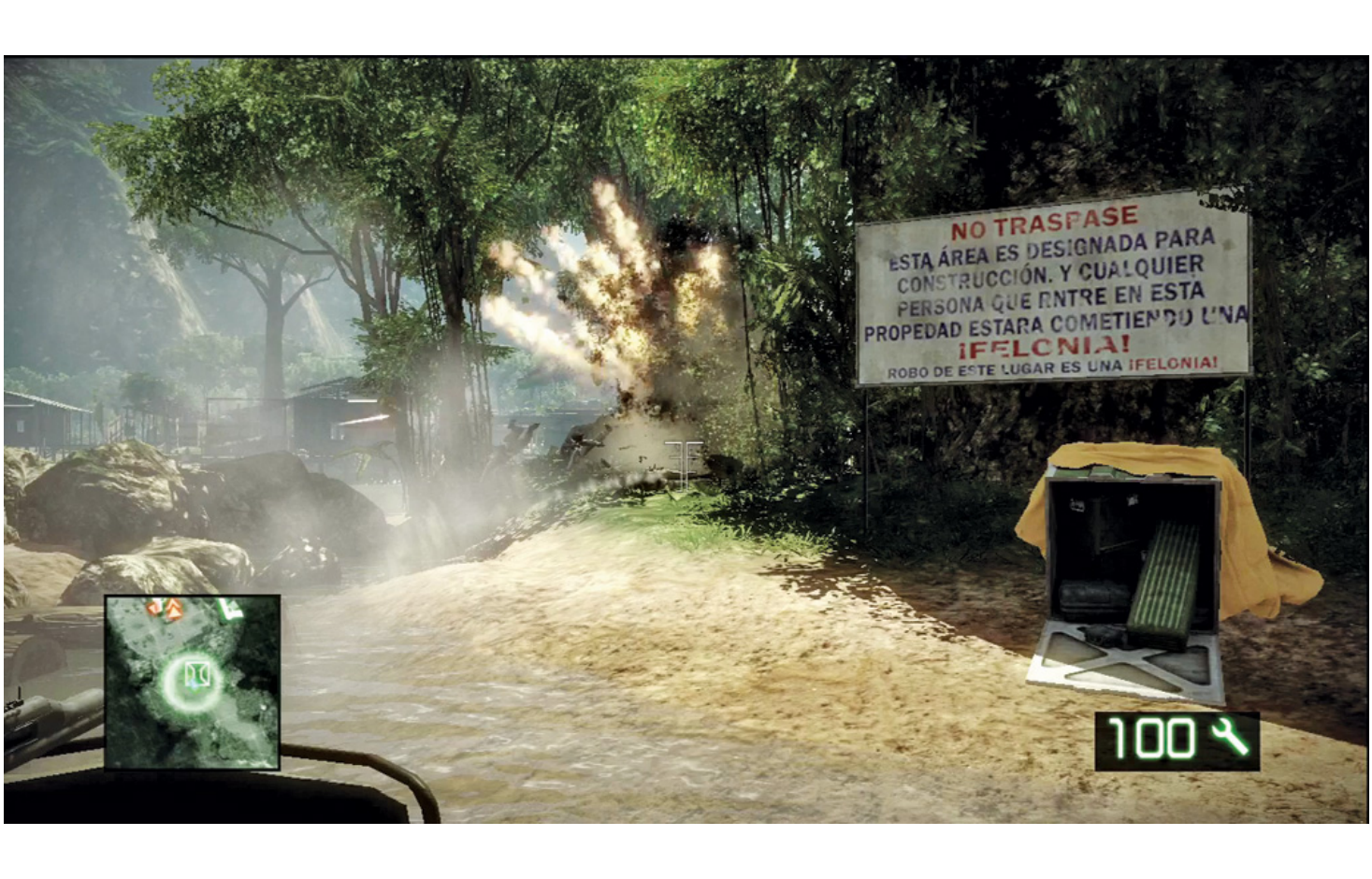


Once the village is safe to enter, return to the river and look for a PBLB patrol boat parked at the dock. The militia members you just wiped out won't be needing this boat anymore, so hop aboard and ferry your squad further up river.

5. Sweep and Clear Militia Logging Camp

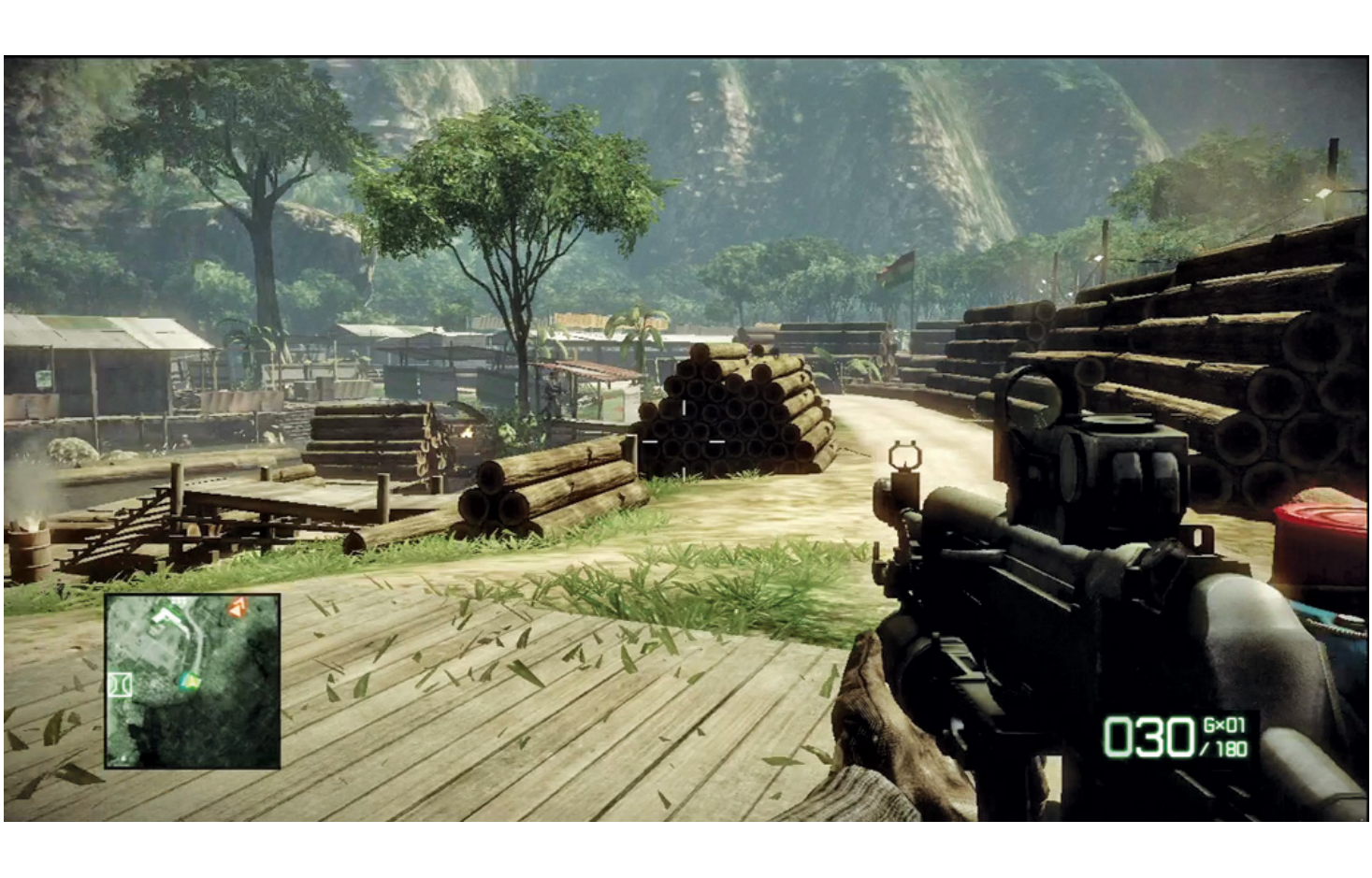


The PBLB is much faster than the motorboat you piloted earlier, plus it's armed with a couple of grenade launchers. Still, watch your speed as you maneuver around tight corners. The river eventually dead ends near a militia-run lumber yard. There's no way around it so you'll need to fight your way through it.

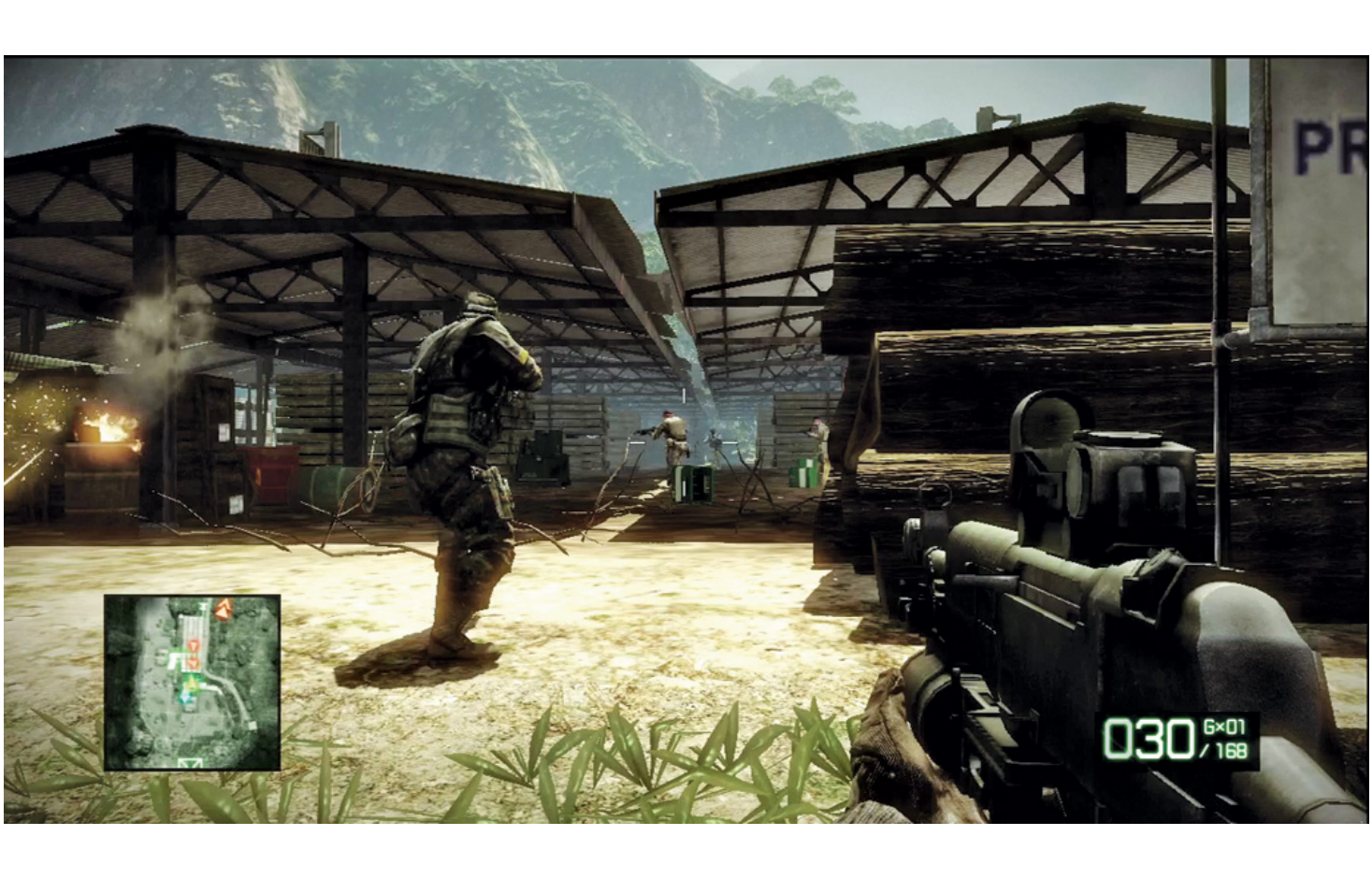

NO TRASPASE
ESTA ÁREA ES DESIGNADA PARA CONSTRUCCIÓN. Y CUALQUIER PERSONA QUE ENTRE EN ESTA PROPEDAD ESTARA COMETIENDO UNA IFELONIA!
ROBO DE ESTE LUGAR ES UNA IFELONIA!

Instead of hopping out of the boat immediately, pilot the boat as close to the lumber yard as possible, parking it near the rocks and logs that block the river. Once in position, open fire on the lumber yard's structures with the forward grenade launcher.

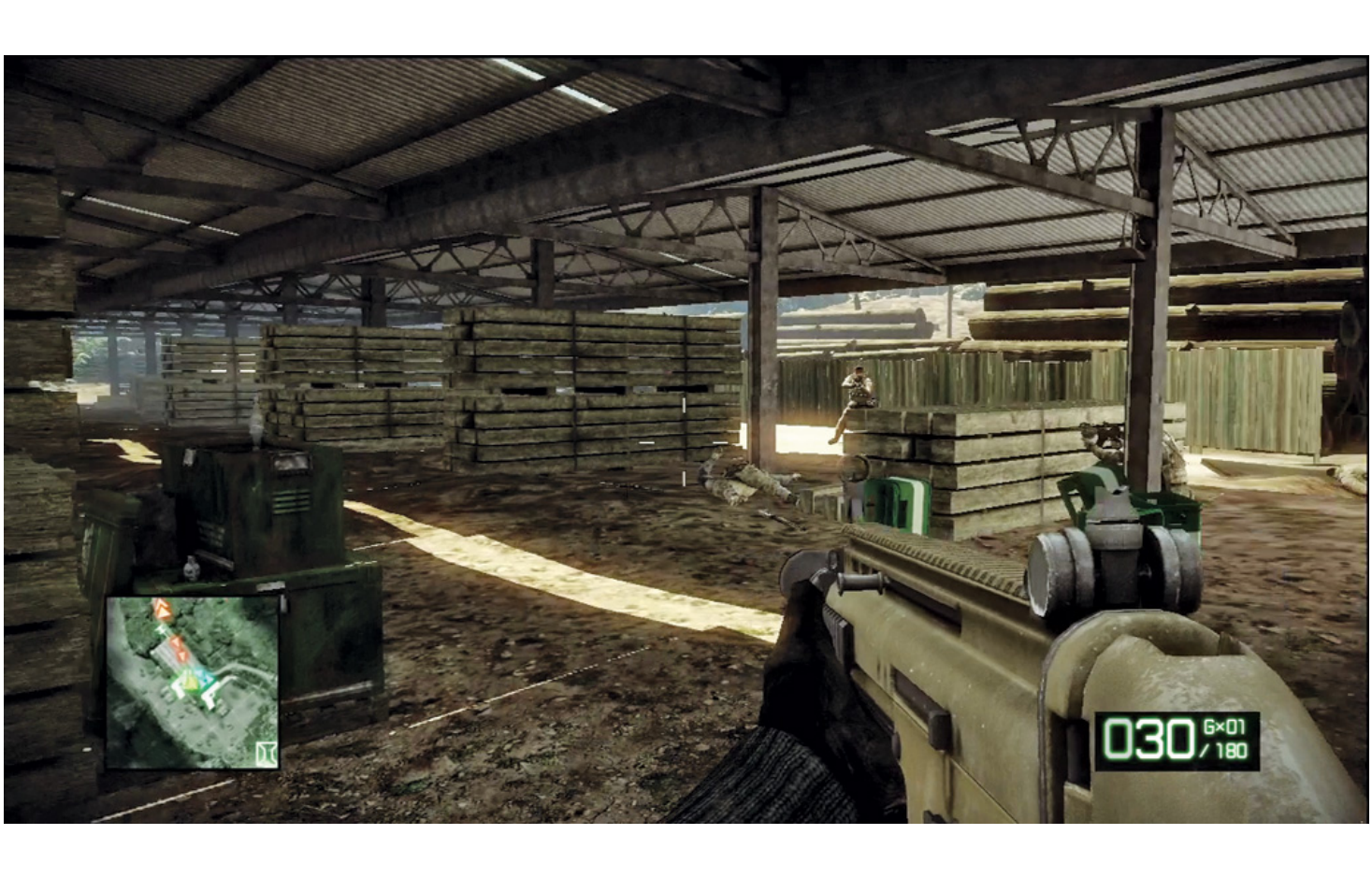
This should get the militia's attention. Continue pounding the facility with grenades as more and more enemies move into view. However, watch for enemies attempting a counterattack along the right bank of the river near the supply drop crate. They stand no chance as long as you respond with a quick barrage of grenades.



Once you've done as much damage to the lumber camp as possible from the PBLB, hop out and proceed on foot. If necessary, visit the nearby supply drop crate and swap out your weapons. Instead of trudging through the shallow lagoon by the lumber camp, stay on shore, circling to the right of the facility. Despite your efforts with the PBLB's grenade launcher, there's likely a few more militia hanging around, so stay on guard. There are a couple of weapon pick-ups near the lumber camp's shore, both containing a DTN-4 remote detonator and explosives.

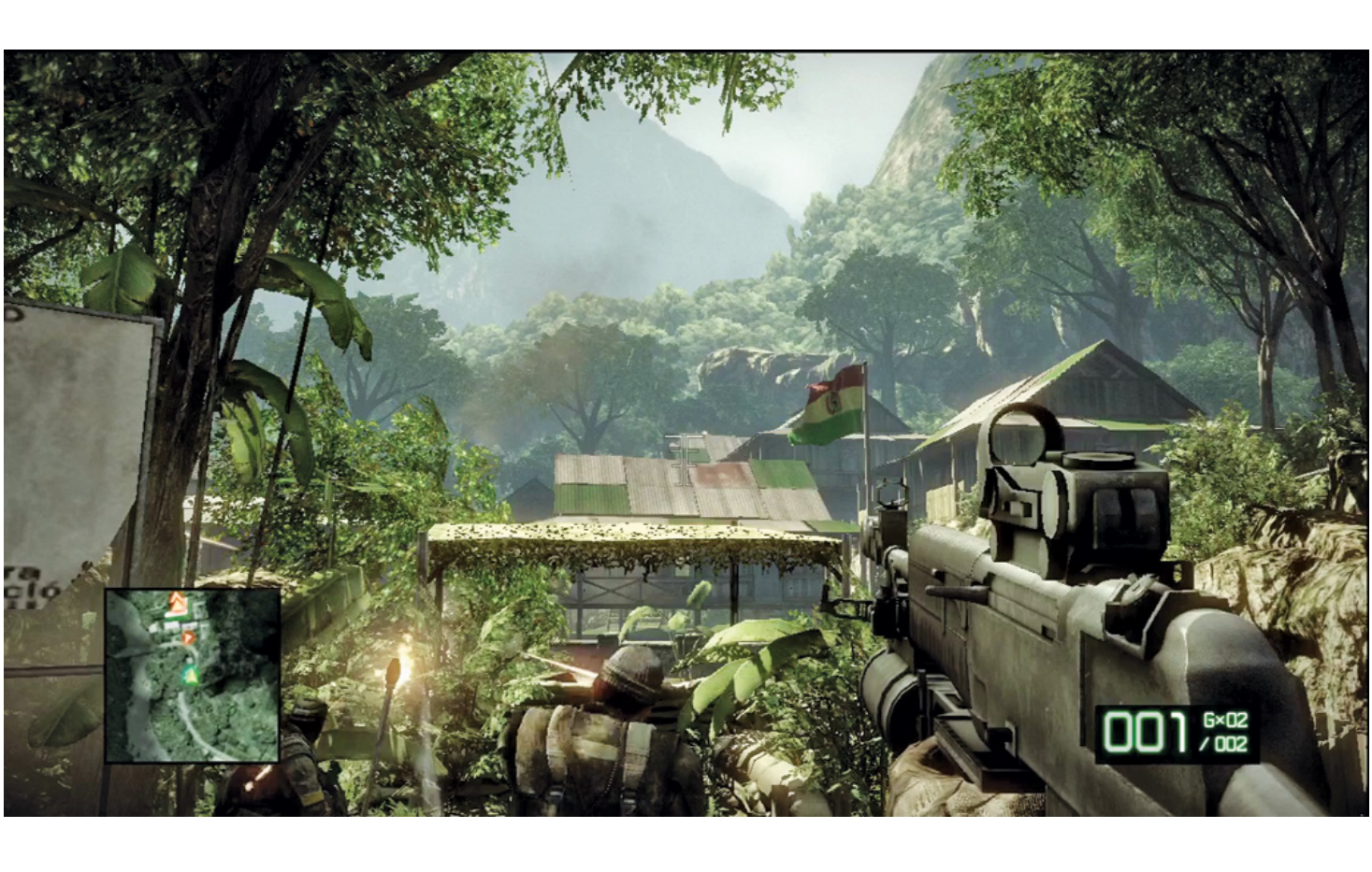


Expect heavy resistance at the lumber shed at the north end of the camp. Here several militia hide among the piles of lumber, waiting to ambush you and your team. Fortunately the wood piles offer excellent protection, so stake out some cover as soon as the lead starts to fly.

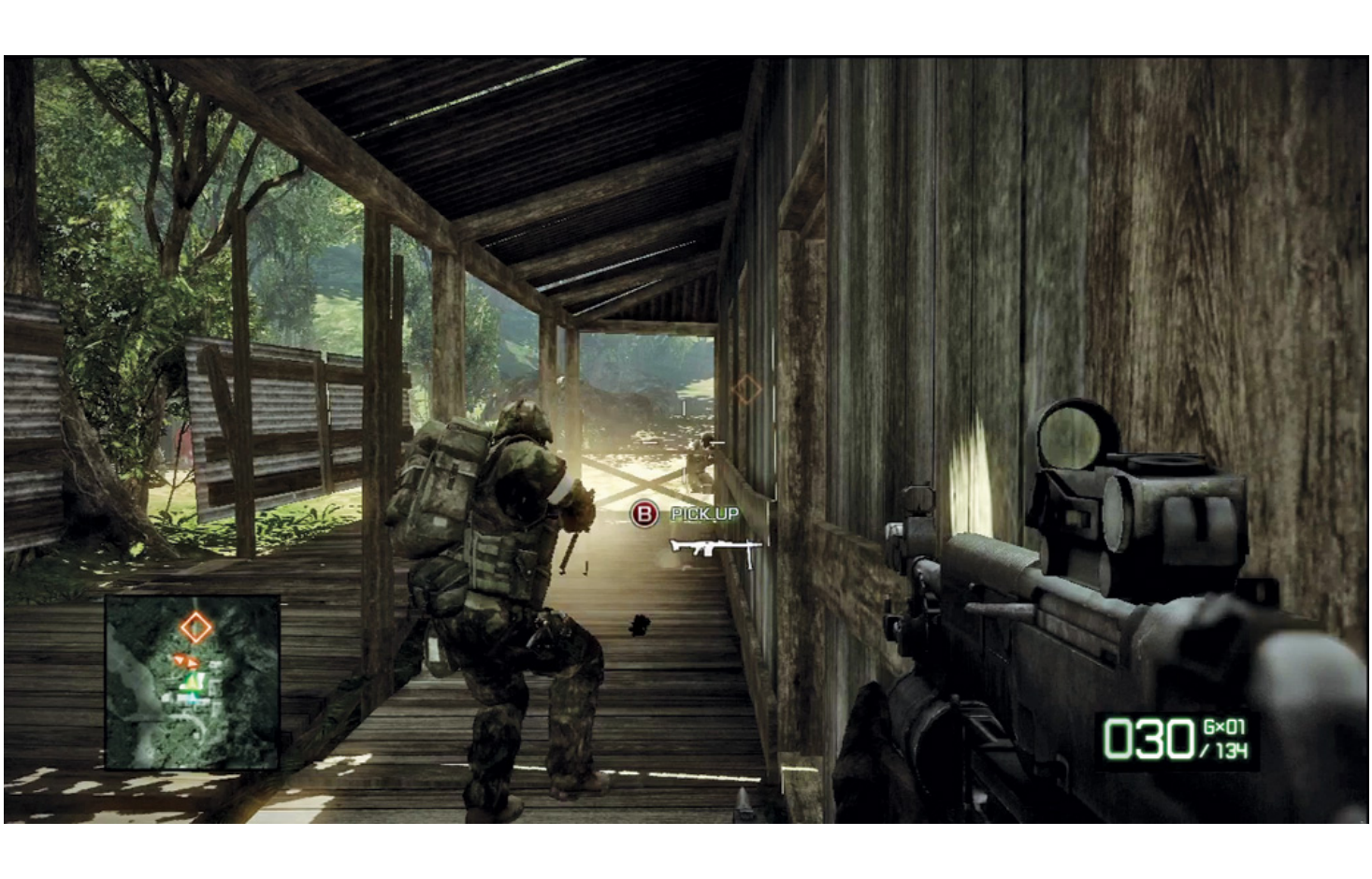


While your team performs a frontal assault on the shed, flank along its left side. Here you find a SCAR-L silenced submachine gun that makes your flanking maneuver a bit easier. The SCAR-L is a very accurate weapon, ideal for close-quarter fights such as this. Plus it's quiet, allowing you to pick off targets without drawing too much attention. There's a machine gun nest at the north end of the shed, so proceed with caution while clearing the rest of the camp.

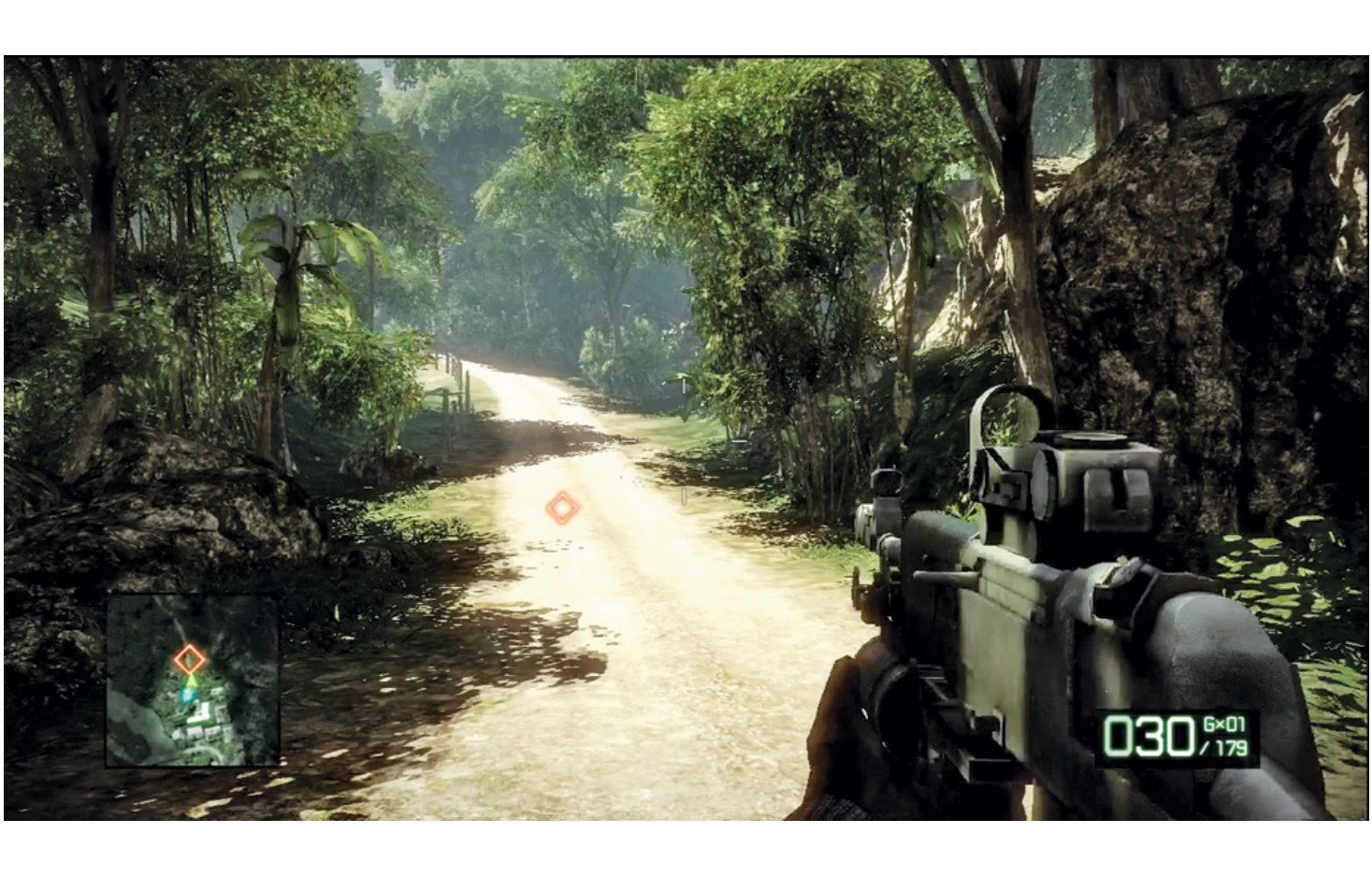
6. Secure Access Road



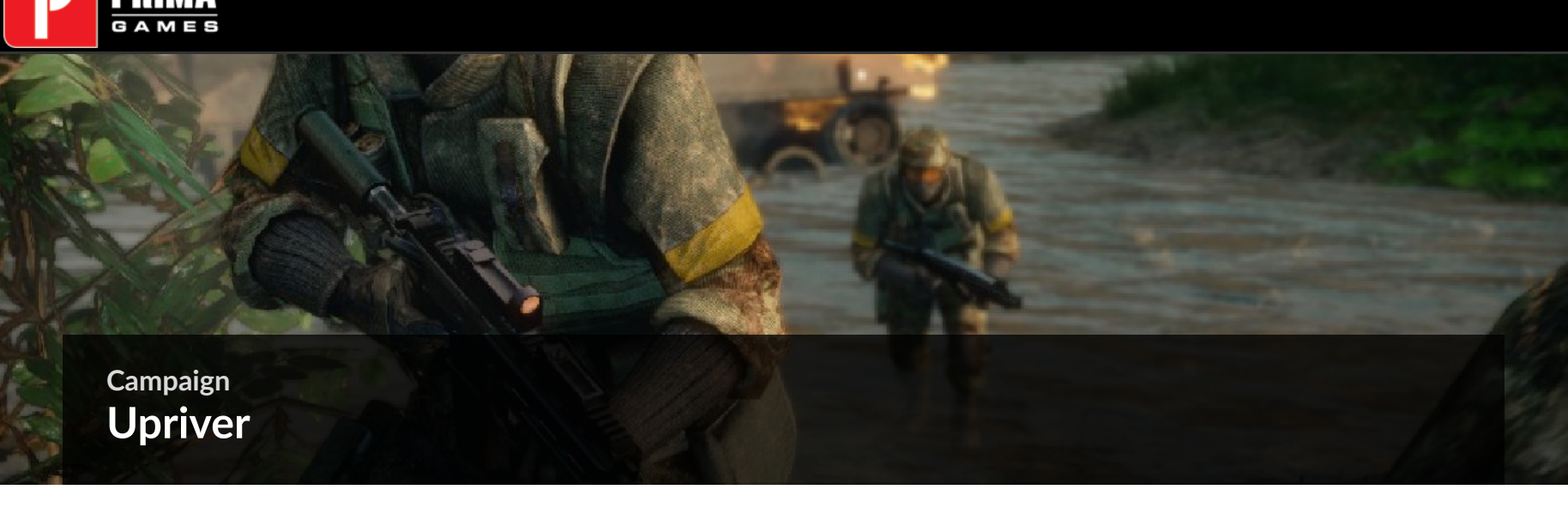
Having wiped out the militia at the camp, proceed down the dirt road toward a cluster of shacks. But be ready to take cover—the enemy is waiting to ambush your squad. Answer back by lobbing grenades at the shacks to knock out the enemies firing from windows. Eliminate as many militia members as possible from long range before attempting an advance.



Let your squad members lead the charge up the wooden path leading between the shacks. There are most likely a few enemies lurking about the interiors, so it's best to let your team spot them first. Your teammates can't die, but you can! As you near the last shack to the north, watch for more enemies blocking the path to the access road. Once again, let your squad lead the way while you hold back and provide support. If you missed the MG3 light machine gun earlier, you can pick one up here, too.

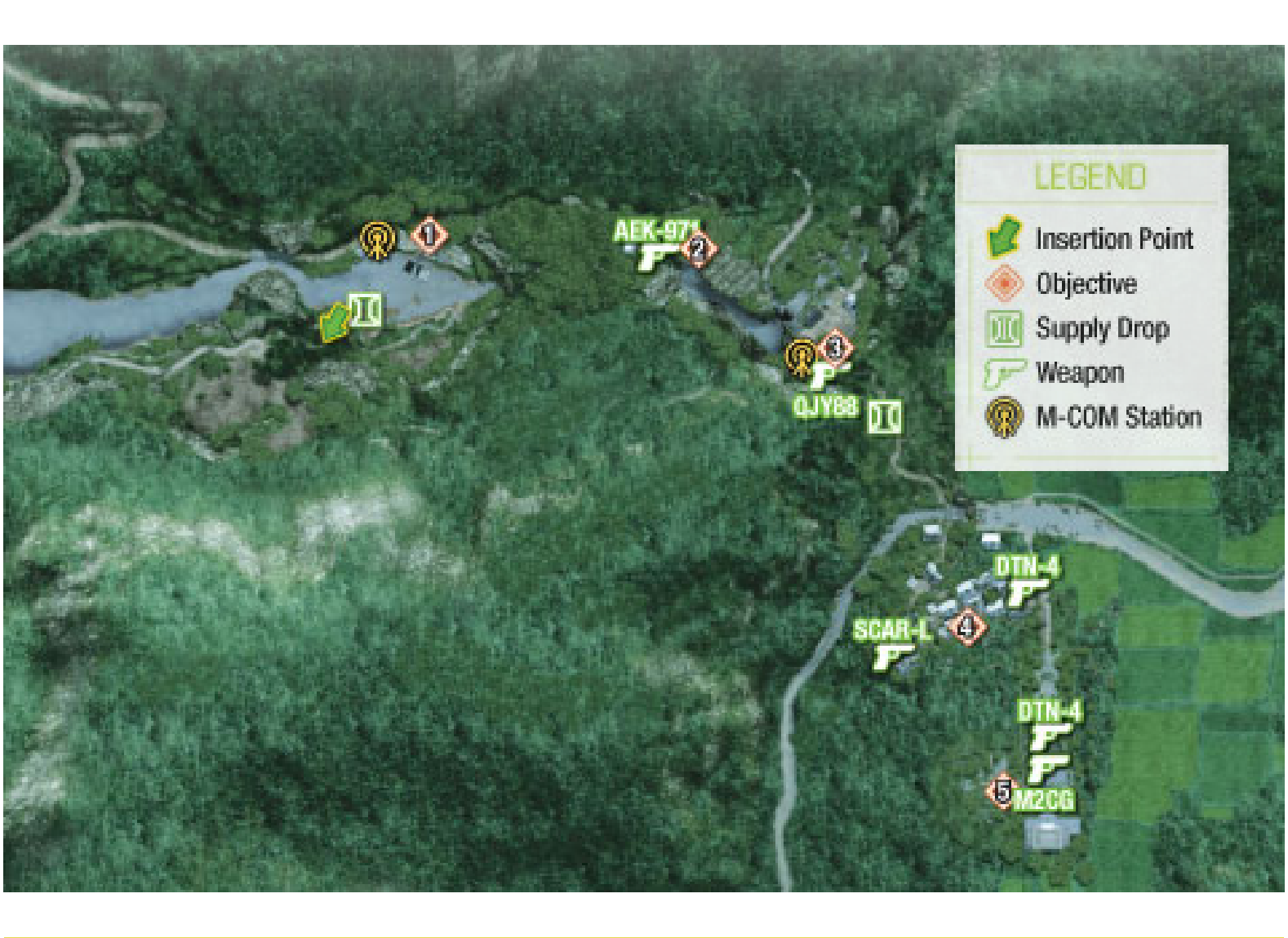


Beyond the shacks is the access road. Race up this dirt path to load the next part of this mission. Your search for Aguire continues in *Upriver* .



Campaign

Upriver



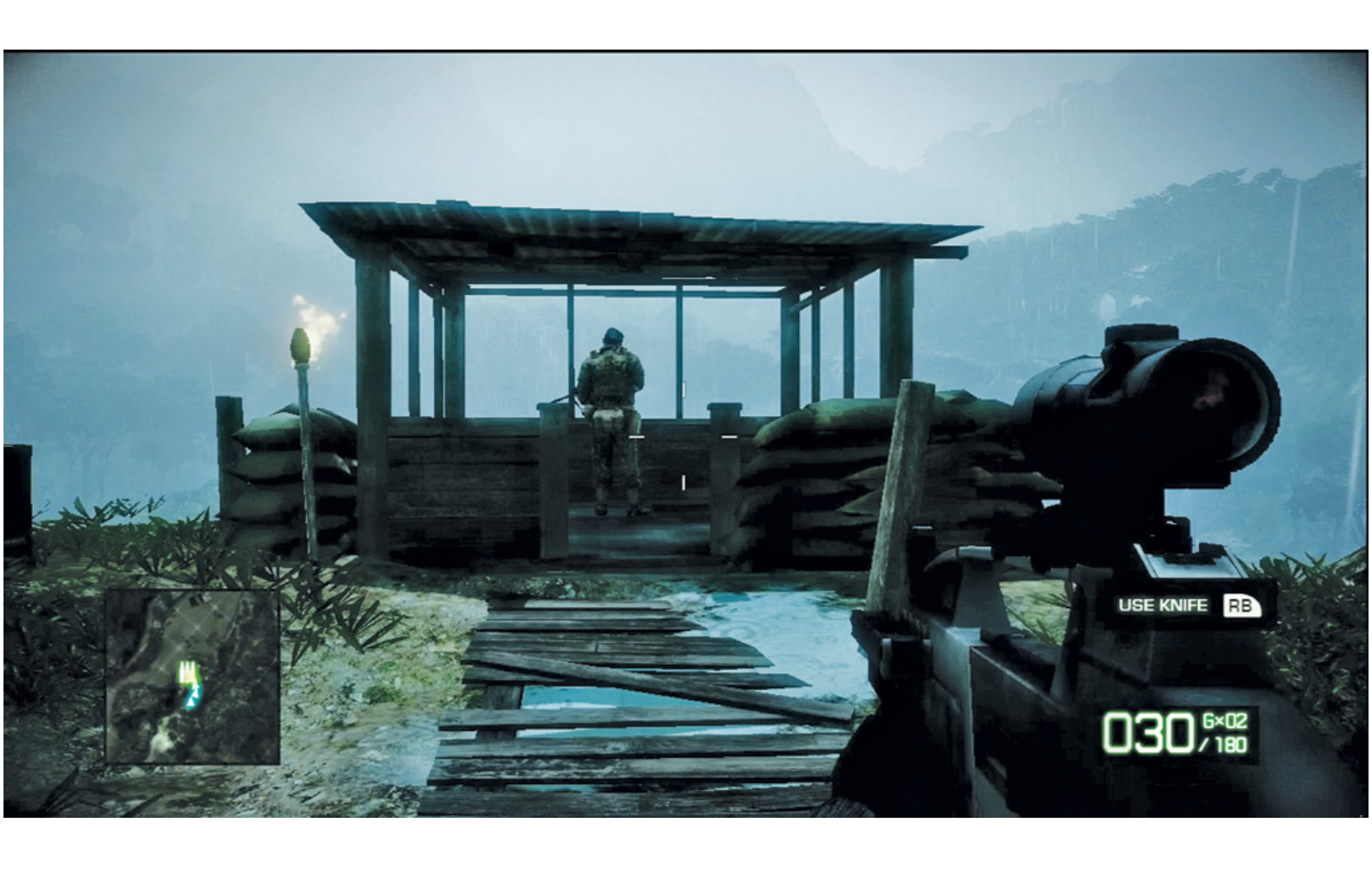
Mission Collectibles

M-COM Stations: 2

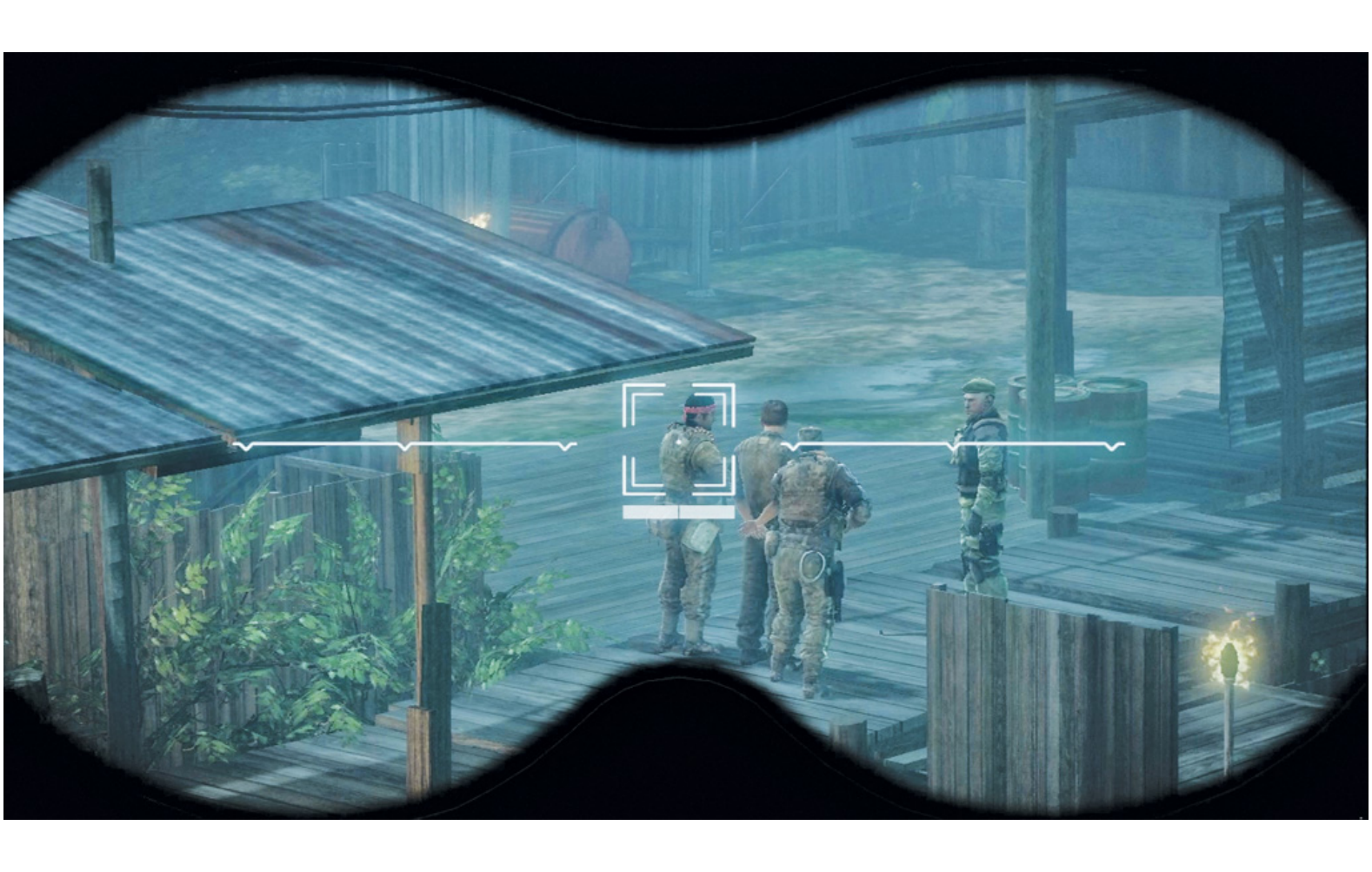
Collectible Weapons:

- AEK-971 assault rifle
- QJY88 light machine gun
- SCAR-L silenced submachine gun
- DTN-4 remote detonator
- M2CG rocket launcher

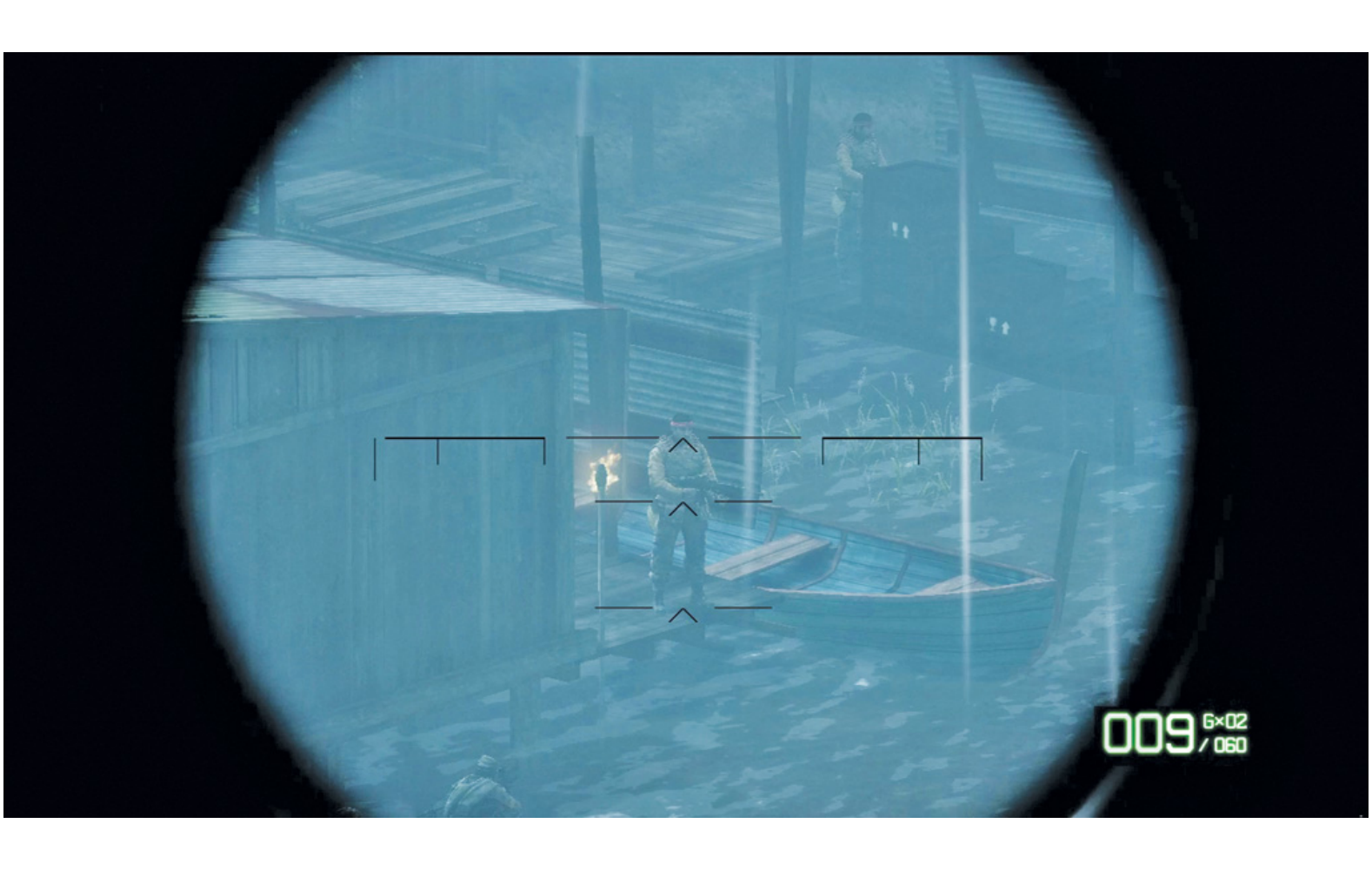
1. Terminate Militia Sentries



As you continue the search for Aguire through the Bolivian jungle, follow Sarge and the gang up a narrow path until you can spot a guard post. Sarge wants you to take this sniper out silently. Drop to a crouch and sneak up on the guard. When you're directly behind him, knife him in the back.

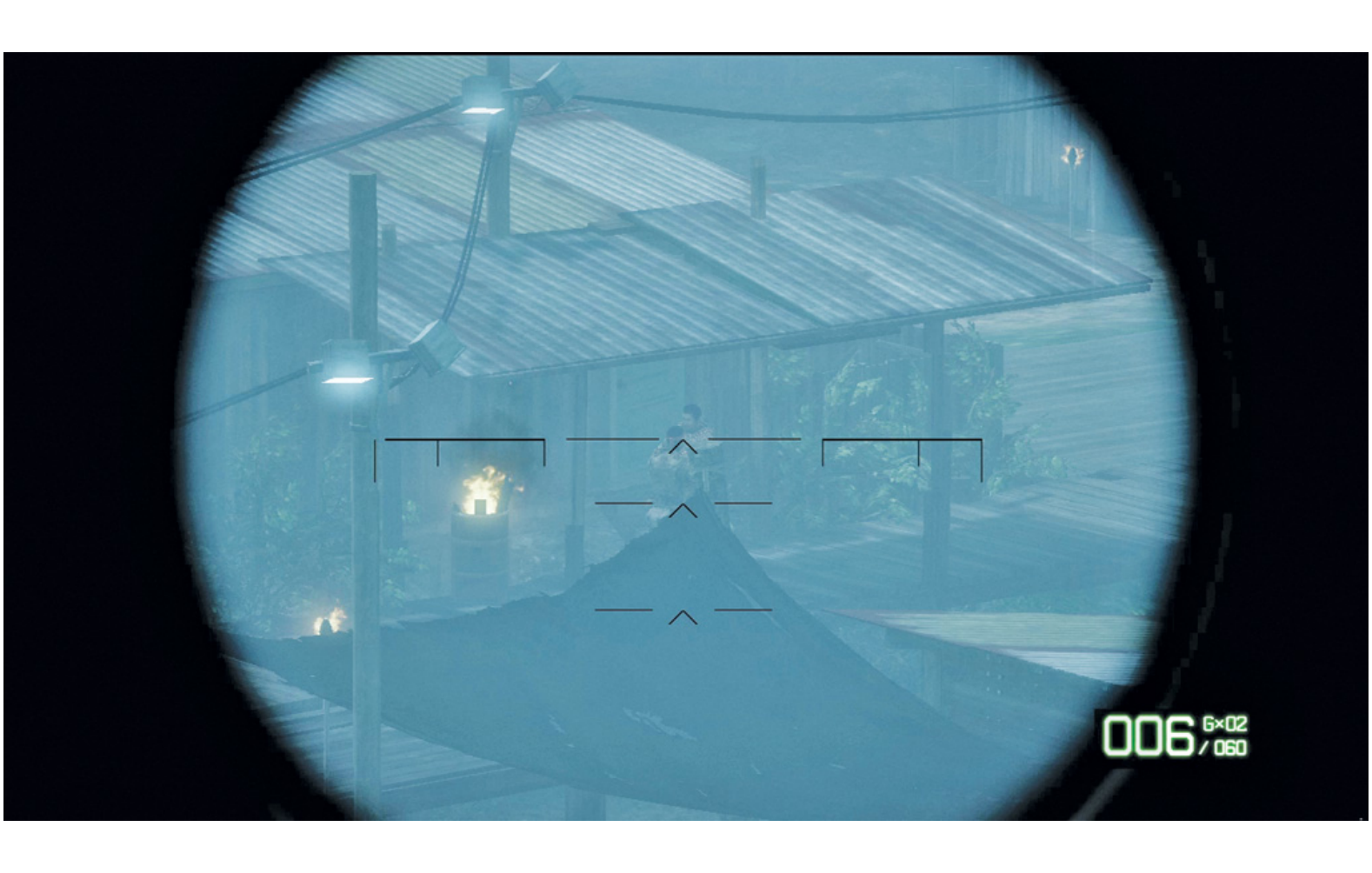


With the sniper out of the way, you can now use the guard tower's high vantage point to scout the nearby cluster of buildings. Sarge spots Aguire being held by the militia, but it looks like a Russian officer is behind this operation. Sarge wants you to provide cover while he and Sweetwater move in for a closer look.

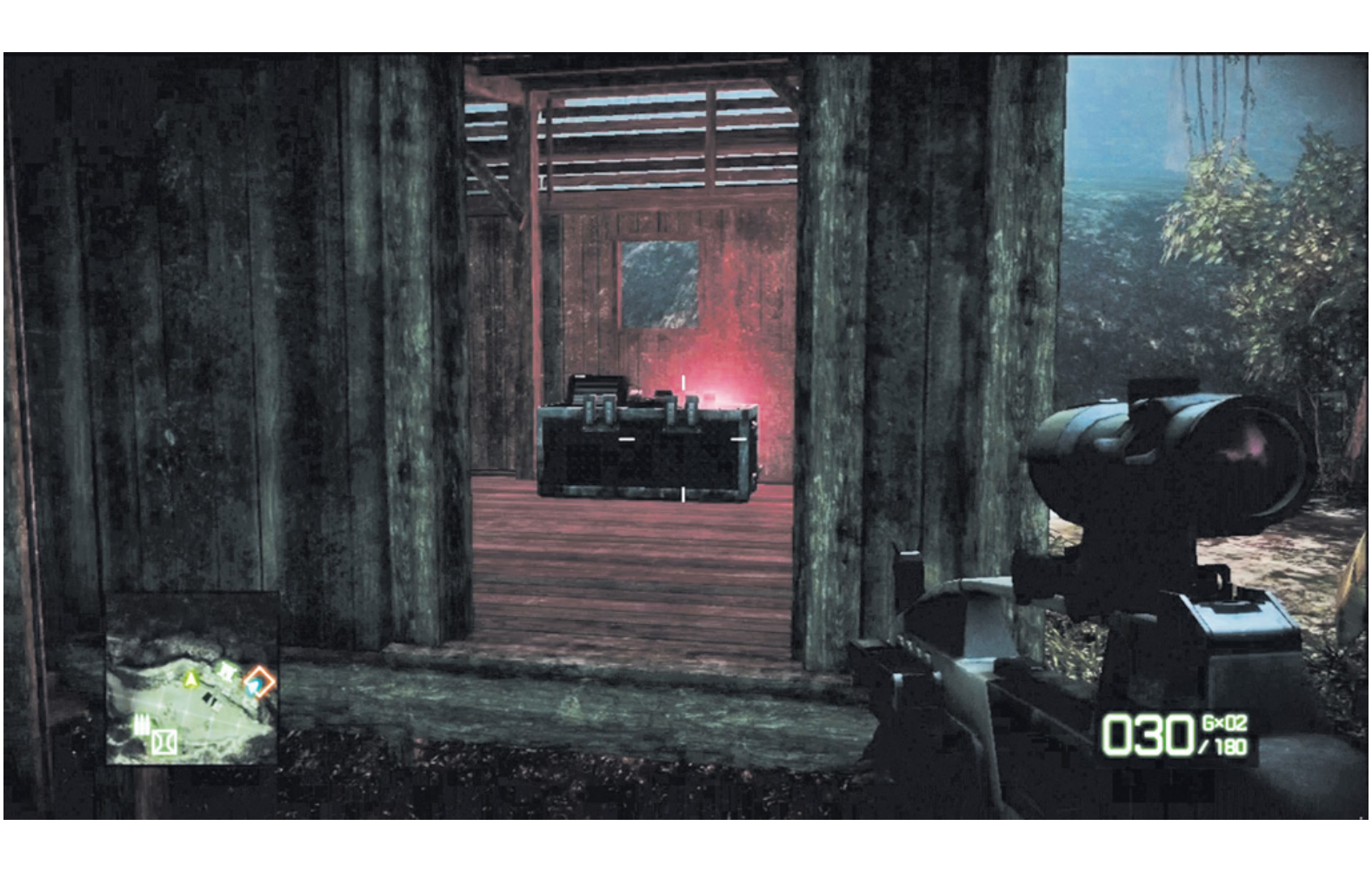


Hold in the guard tower with Haggard while Sarge and Sweetwater move out. You can now use the T88 S sniper rifle dropped by the guard you just knifed. During this sequence you must take out four guards standing watch on the piers below. Instead of opening fire immediately, listen to Haggard's instructions.

He points out which guards to take out and when. Once you have the first target in your sights, hold and wait for the thunder to obscure the report of the rifle. Watch for the flash of lightning and then wait for the thunder to roll in before squeezing the trigger. If you time your shots just right, the other guards won't notice your rifle shots, allowing Sarge and Sweetwater to advance stealthily. However, if you screw up, Sarge and Sweetwater's positions will be compromised, forcing you to start over from the last save checkpoint.



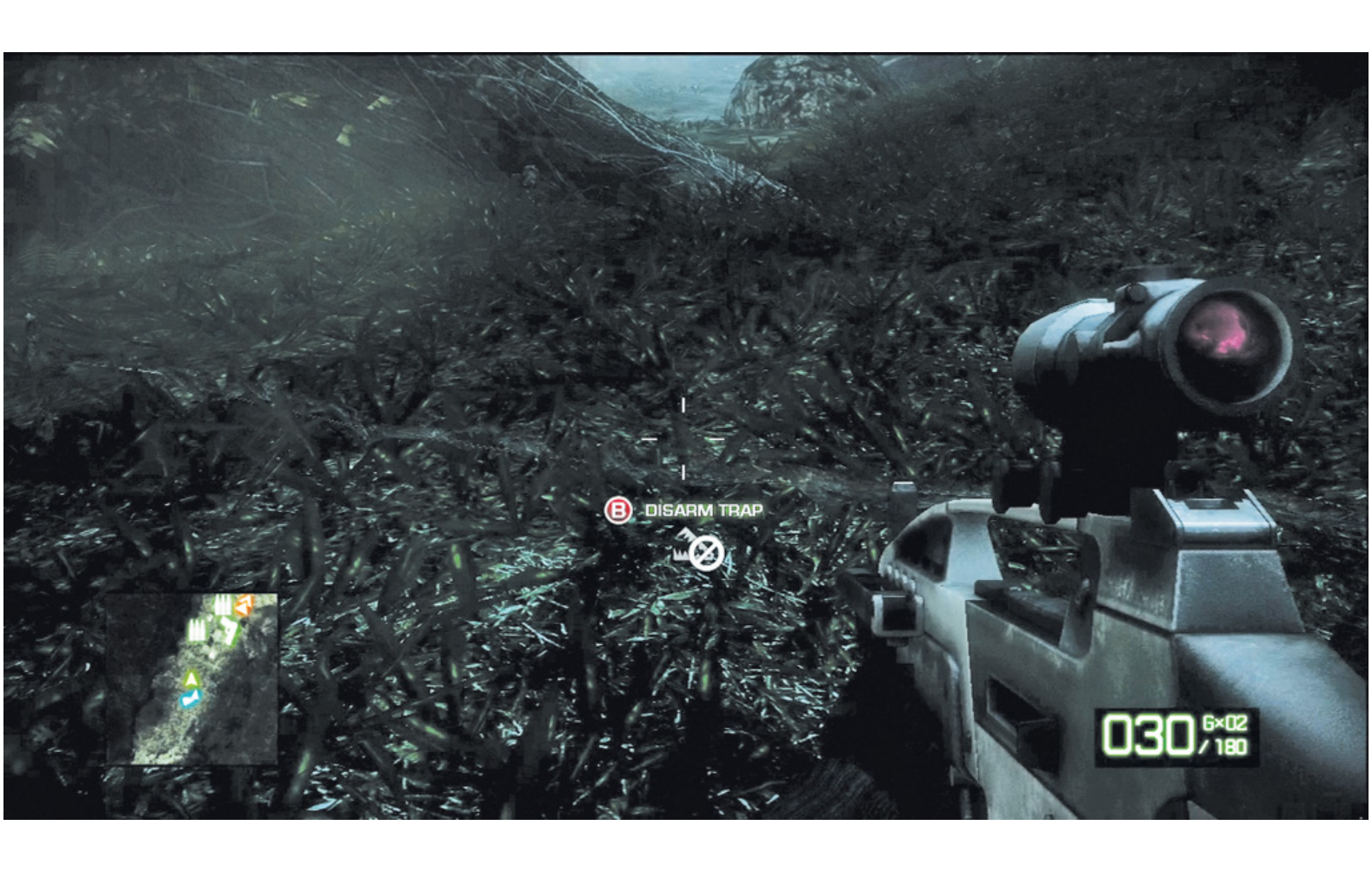
Now it's time for a very cool trick shot. The last two guards cross in front of the central building, looking directly at each other. You need to kill both guards at once, or else the survivor will go on alert, causing you to restart this sequence. Focus on the guard on the left first and follow his movements. As he passes in front of the guard on the right, squeeze the trigger just as the thunder crash sounds. If you timed it just right, you can take out both guards with a single bullet, earning Haggard's praise.



The path is now clear for Sarge and Sweetwater. Follow Haggard down the hill. If you want to swap weapons, there's a supply drop crate just below the guard tower. Before rejoining your team, search the shacks on the west side of the lagoon for another M-COM station. Attach a charge to it, then regroup with the squad.

2. Follow Unit

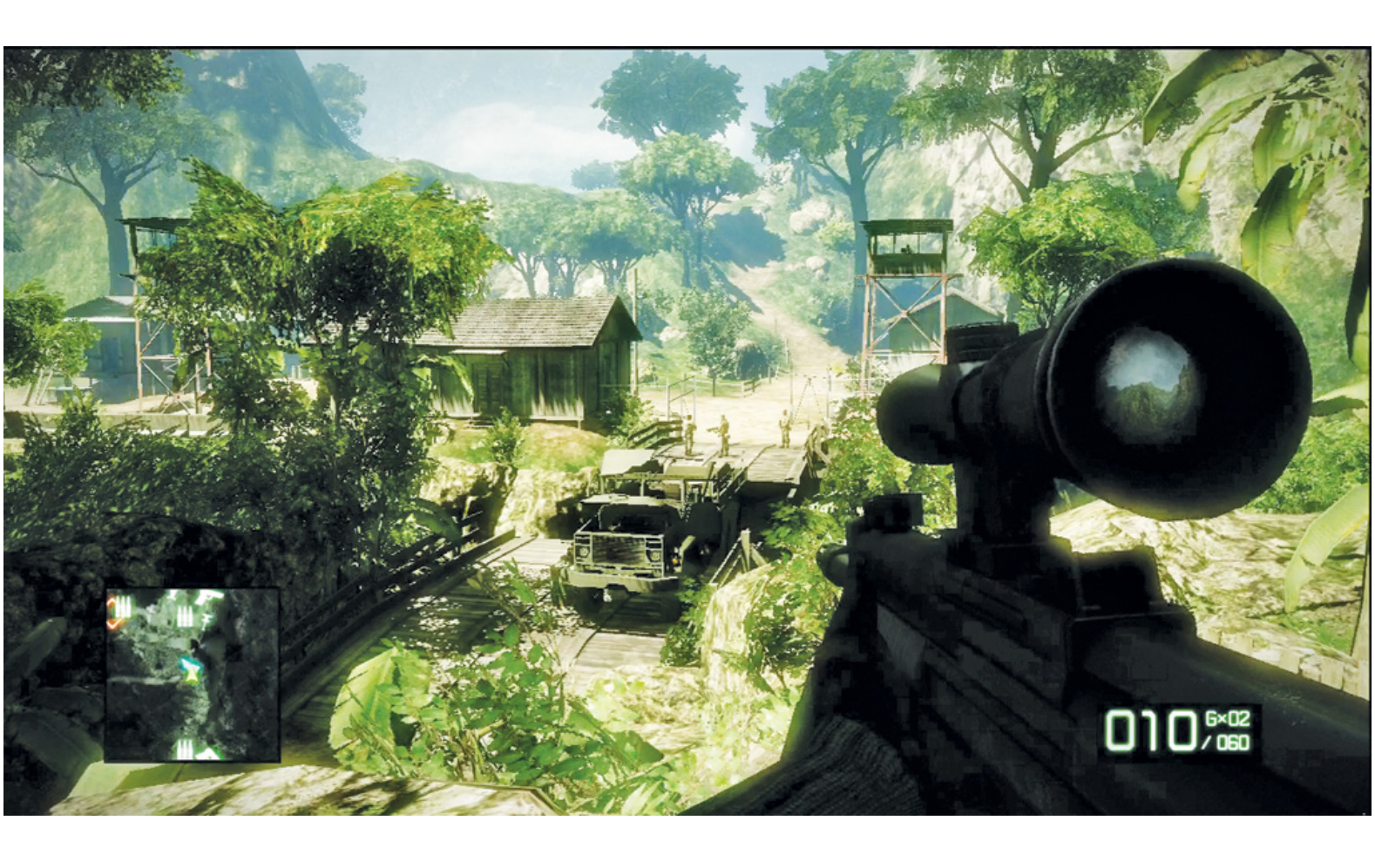
As you follow your team up a narrow jungle path, Haggard halts the advance when he spots a trip wire. This whole area is booby trapped, requiring slow and careful movements. The trip wires are attached to flares. If you hit a trip wire, every militia member in a large radius will know exactly where you are.



It's up to you to lead the way up this booby-trapped path. Start by crouching so you're closer to the ground. This makes it much easier to see the trip wires, plus it makes you move slow. The trip wires look like thin, twisted vines. When you spot one, creep up to it very slowly until the Disarm Trap text appears on the screen. Press the button shown to cut the trip wire. There are three trip wires you must cut before you reach the small village at the top of the hill.

Advancing through the booby-trapped jungle path without triggering a trap allows you to sneak up on the next group of militia. They're located at the back of the small village, relaxing and listening to the radio. Help your squad take these guys by surprise. If you move in fast, you can take them out before they know what's going on. An AEK-971 assault rifle is located in the village, if you don't already have one. Follow the green pistol icon on the minimap to find it. When you're finished in the village, follow your squad up the narrow path climbing high above the river.

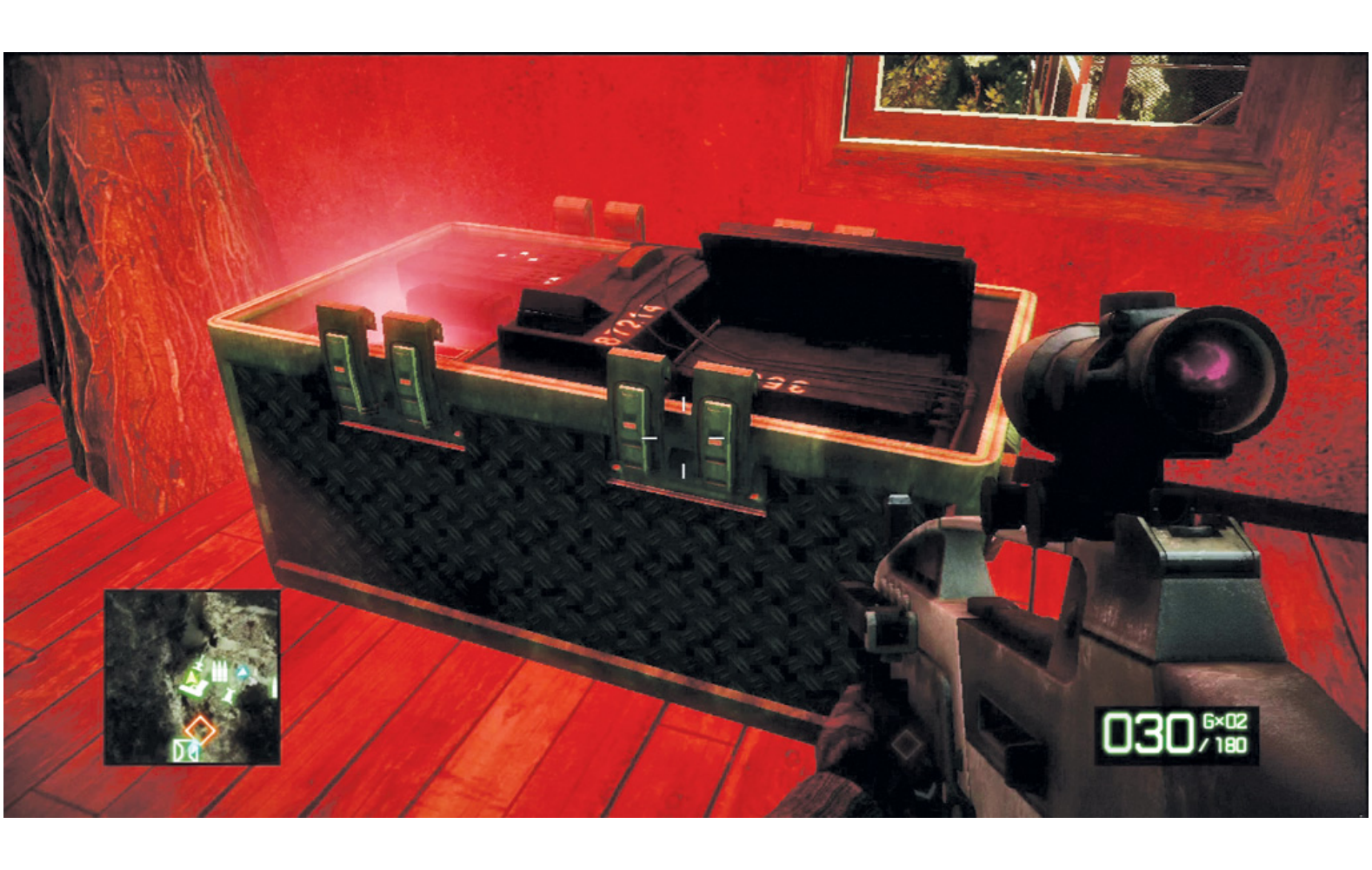
3. Assault Upriver



The militia outpost ahead is well defended and the bridge over the river is impassable. Sarge suggests dropping down into the river and climbing the opposite bank to get across. Before moving out, you need to clear out a few serious threats. Equip your sniper rifle and quickly pick off the machine gunners in the two guard towers. Once they're down, eliminate any other visible threats hanging around the guard post.

Now it's time to move out. Approach the bridge and drop off its left side. If you drop off the right side, you'll fall down a steep waterfall. As you step into the river, more militia appear ahead. Quickly take cover along one of the banks and return fire with your assault rifle. The large rock on the left side of the river offers the best protection, especially if you crouch. Stand up to open fire, then drop back down to take cover and reload. Watch for more enemies rushing into view as you advance up the river. The red objective marker leads to a spot where you can climb out of the river and assault the guard post.

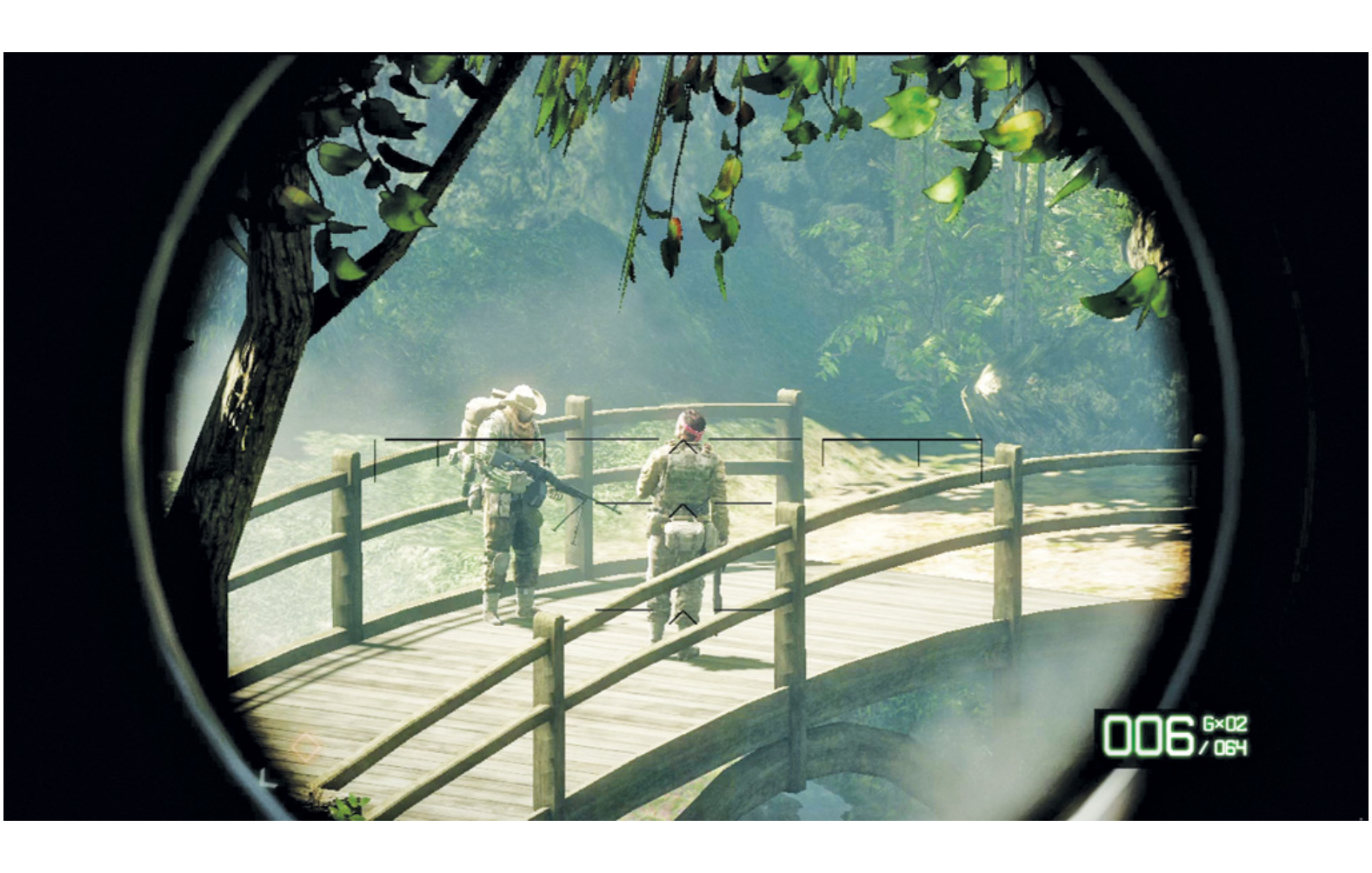
There are still plenty of enemies lurking around the guard post, so advance with caution, bounding from one piece of cover to the next. Some of the militia may be hiding in the buildings, so feel free to blow the buildings up with your assault rifle's grenade launcher. There are plenty of ammo crates here, so you don't need to worry about running out of grenades. You know the area is clear when the current objective is completed.



Before moving out, search the building on the south side of the guard post. Inside is another M-COM station. Slap a charge on the box to destroy it, then rejoin your squad. Outside the same building is a QJY88 light machine gun, if you don't already have one in your collection.

4. Assault Militia Stronghold

At the surveillance position, Sarge spots Aguire being led into a huge compound crawling with enemies. The presence of Russian choppers flying overhead is even more unsettling. What are the Russians up to? And what do they want with Aguire? Before initiating the attack on the stronghold, access the nearby supply drop crate and add a sniper rifle to your inventory if you haven't already.



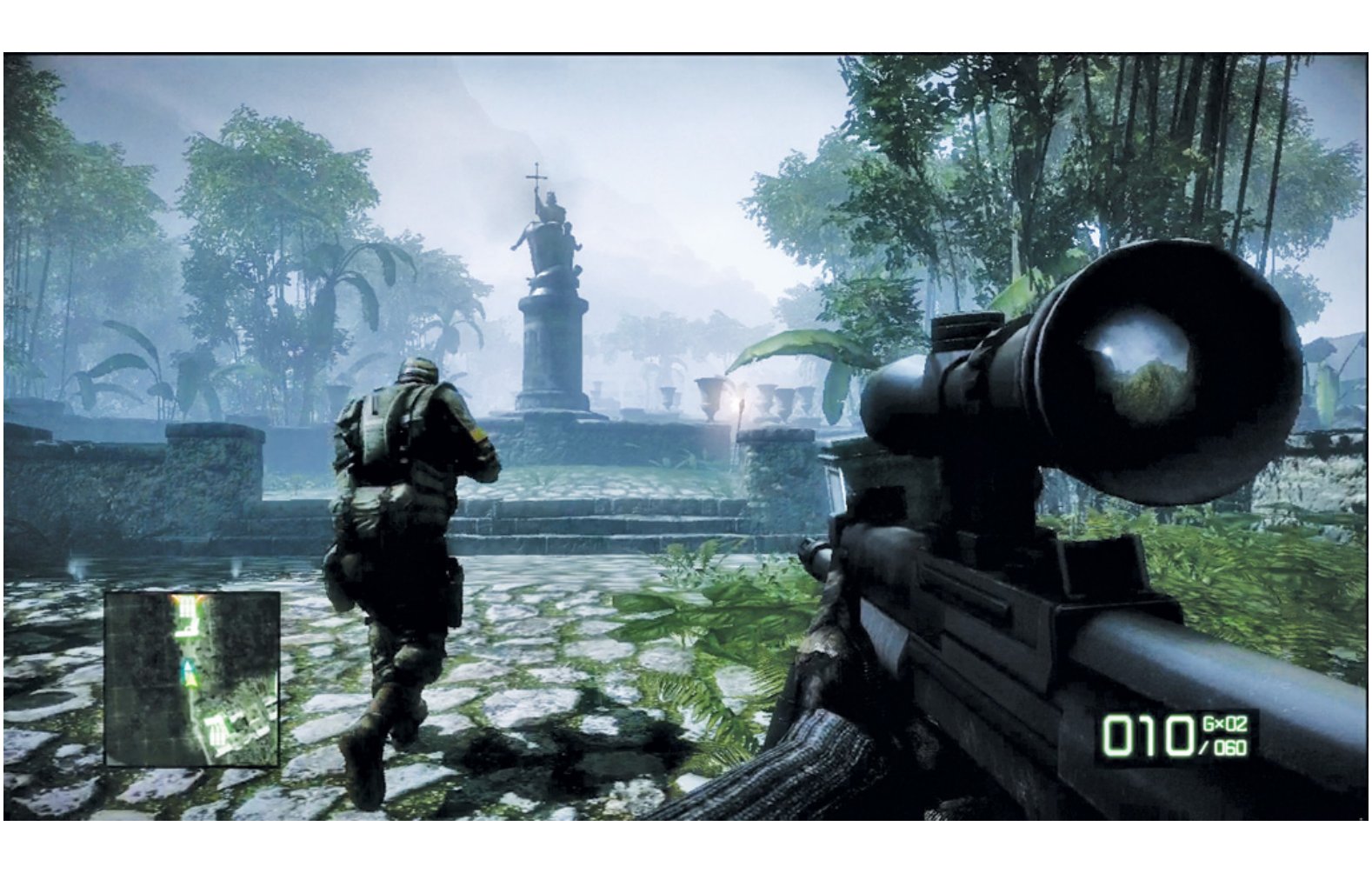
As the rest of the team moves forward, hold back with your sniper rifle and scout for targets. Use one of the rocks on the hill for cover and then start the attack by picking off the two guards standing on the footbridge. As soon as you squeeze the trigger, gunfire erupts from the compound. Center your sights on the muzzle flashes and dispatch the shooters as fast as possible.

Maintain your hilltop sniping position until your team moves out and crosses the footbridge. Once across the bridge, you take heavy fire from a large shack, but Haggard levels the building with a single grenade. Pass through the rubble and burning bodies and proceed up the next set of steps.

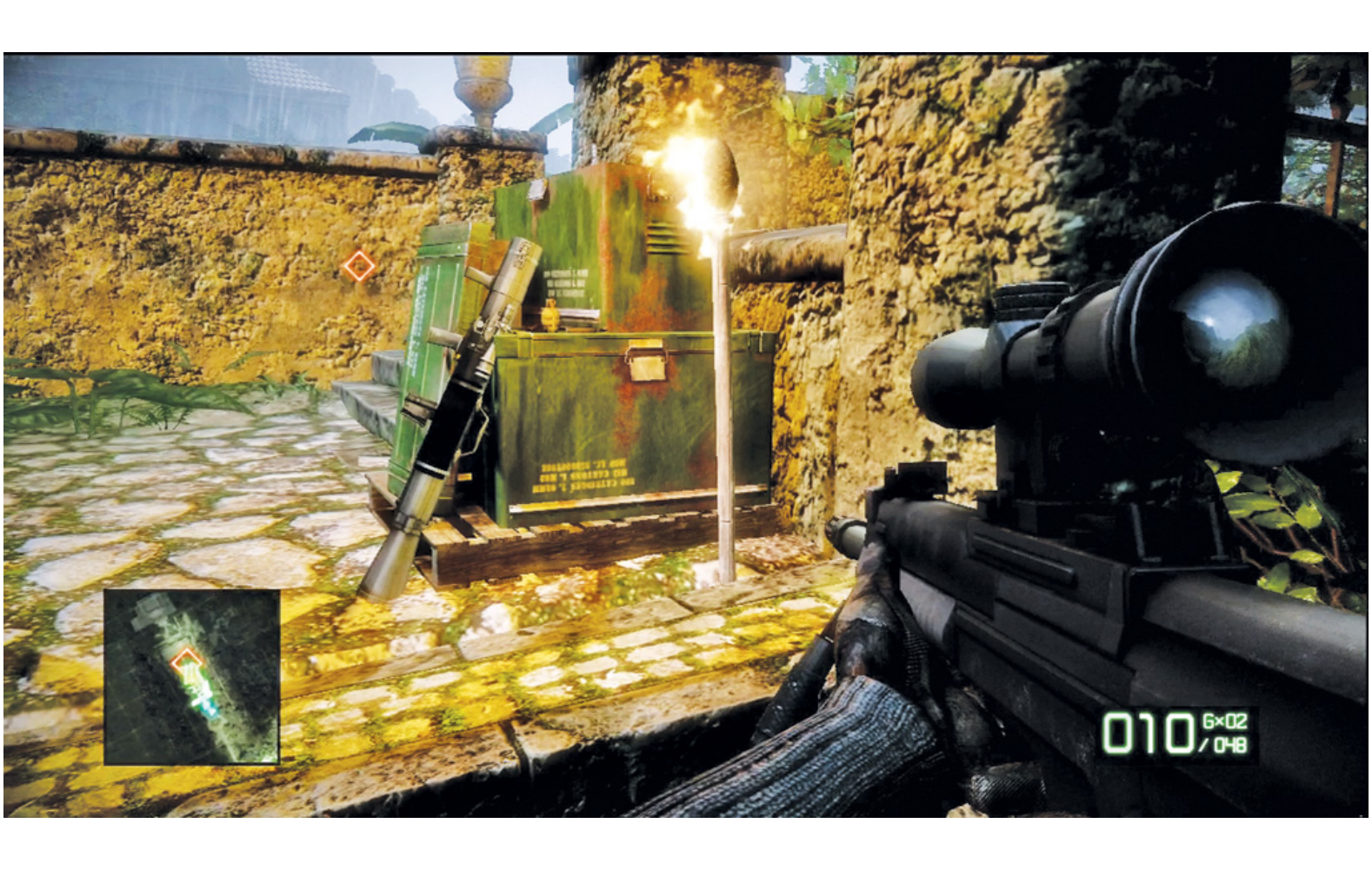
At the top of the steps, Sweetwater and Haggard are pinned by a machine gun located somewhere to the south. You can't assault this machine gun directly, so follow Sarge to the right. He leads you to a flanking position, allowing you to hit the machine gun and several other surprised militia members. However, it won't be long before they retaliate. Take out the machine gunner first. Then take cover as the other enemies counterattack. Bullets will pass through the wooden shacks, so choose your cover carefully. Once the fighting dies down, search nearby for a SCAR-L silenced submachine gun.

Proceed through the shacks to the east, watching for more enemies attempting to flank you. Let your teammates lead the way through this dangerous choke point and offer support from the rear. If you're feeling courageous, sneak along the left or right flank while your team moves up the middle. This allows you to flank the enemies, but it also leaves you isolated, outside your team's line of sight.

Let your team lead the way into the final shack at the back of the compound. As you enter, a VODN transport pulls up outside. Quickly equip your assault rifle's grenade launcher and smack the vehicle with grenades by firing through the shack's northern window and doorway. It takes at least a couple of solid hits before the vehicle is destroyed, so stay on the move while loading and firing grenades. Outside the shack is a DTN-4 and some explosives, but don't try to sneak up on the VODN in an attempt to blow it up.



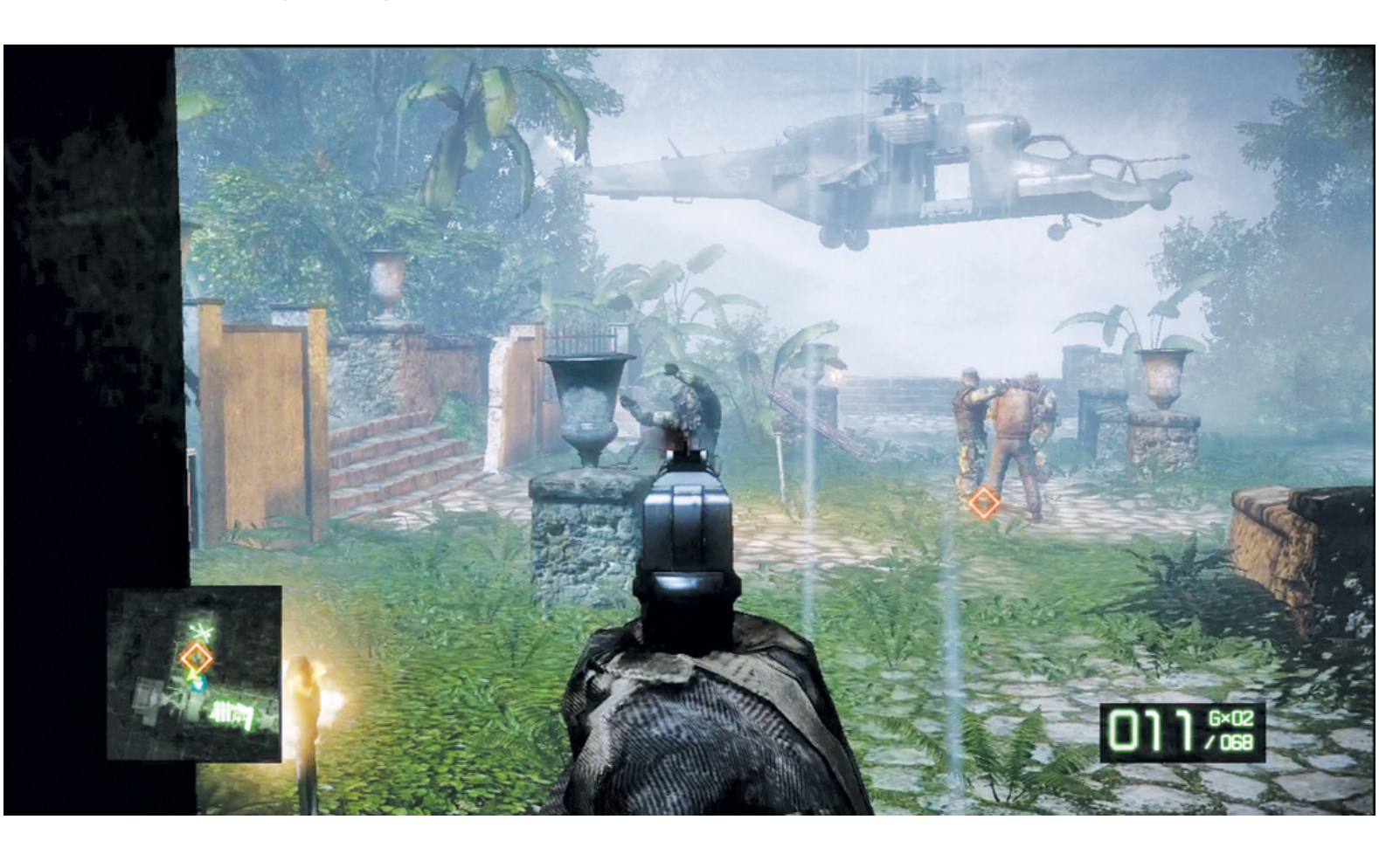
Beyond the shacks, follow the narrow road to a large stone plaza. Quickly find some cover and equip your sniper rifle. There are multiple enemies hiding out here, so get ready to pick off some targets at long range. Watch the far end of the courtyard for a couple of machine gun positions and quickly eliminate the gunners before they can pin you. Also, watch for enemies armed with shotguns attempting to flank you from the right and left. There are plenty of targets to choose from. Hold your position and keep shooting until the plaza is finally quiet.



Cautiously advance through the plaza, watching for more enemies hiding behind the low stone walls. Toward the south side there's another DTN-4 and some explosives, but the big prize is the M2CG resting against an ammo crate. Leave behind your sniper rifle and pick up this rocket launcher, keeping it equipped as you advance up the nearby steps.

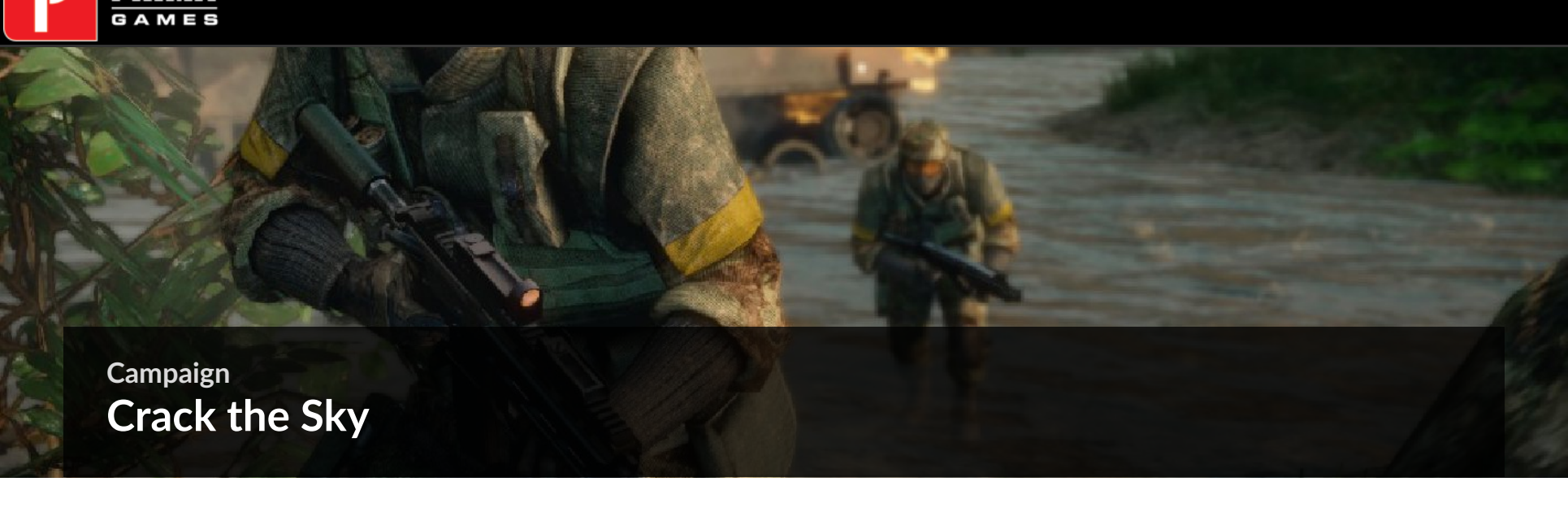
As you near the villa, you catch a glimpse of Aguire being pushed through a nearby gate. But you have bigger problems now. A BMD3 Infantry Fighting Vehicle (IFV) crashes through a nearby wall. Immediately fire a rocket at the IFV before its turret can turn in your direction. Unfortunately, it takes at least two hits to take out this vehicle, so as soon as you fire the rocket, retreat and seek cover anywhere you can. The IFV fires explosive rounds with a modest blast radius, so even if you don't take a direct hit from its cannon, the exploding shells will do some damage. Creep around the perimeter of the courtyard until you can safely fire a second rocket at the IFV to take it out.

5. Liberate NSA Agent Aguire



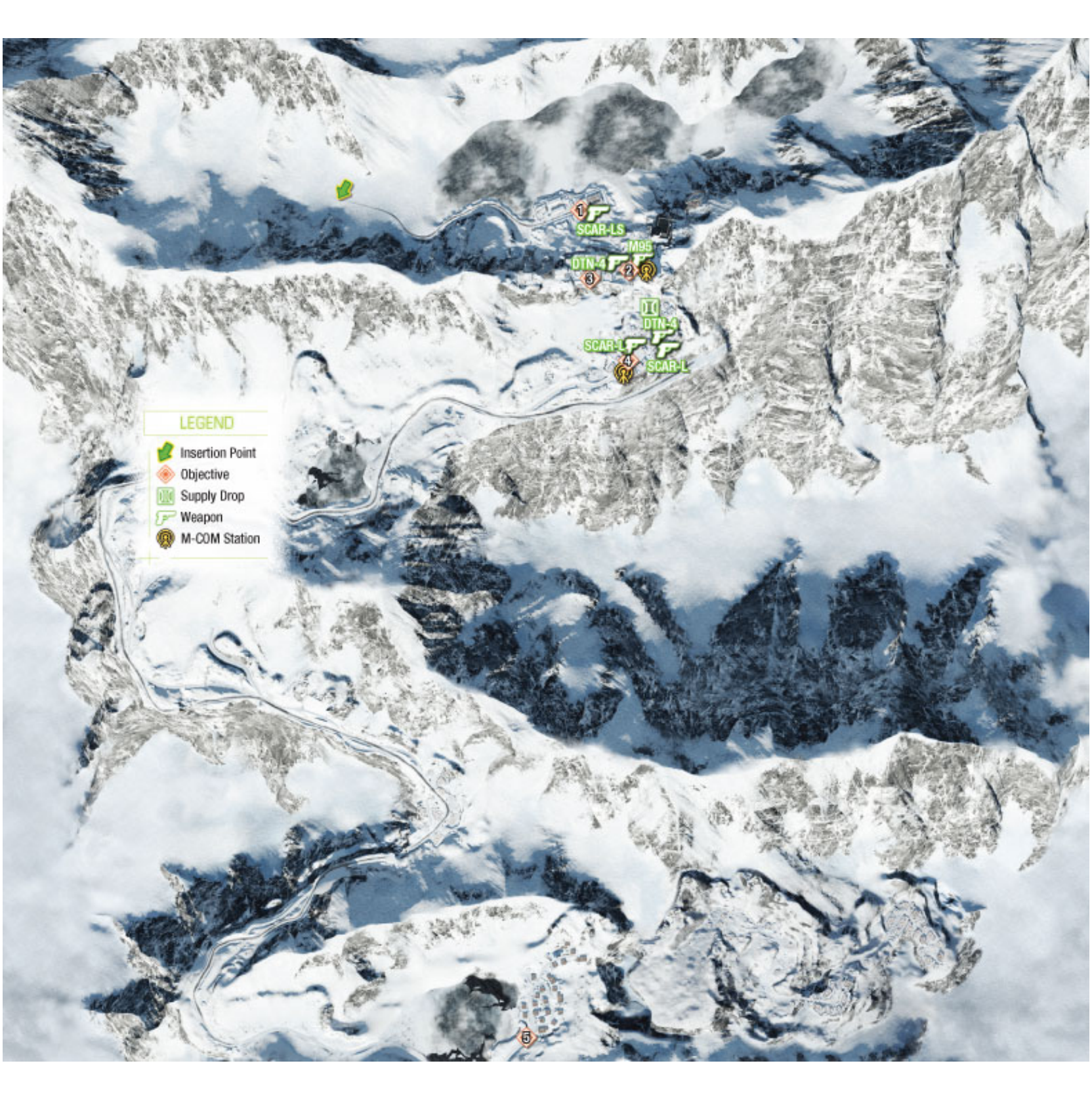
Once the IFV is destroyed, you can finally go after Aguire. Pass through the gate on the western edge of the courtyard. Sarge hands you a MP443 pistol as you near the hostage situation ahead. In total there are three Russian soldiers here, including the one holding Aguire at gunpoint. Quickly gun down the two soldiers on Aguire's flanks. Then take careful aim at the guy holding Aguire hostage. Use the weapon's iron sight and go for the headshot, being careful not to hit Aguire in the process.

Now that Aguire is safe, Sarge shows him the specs on the fake device. Unfortunately, Aguire can't help out much. The Russians have stolen all of his data retrieved from a Georgian military network regarding some secret weapon. However, there are backups of the data . . . orbiting in space on a French weather satellite.



Campaign

Crack the Sky

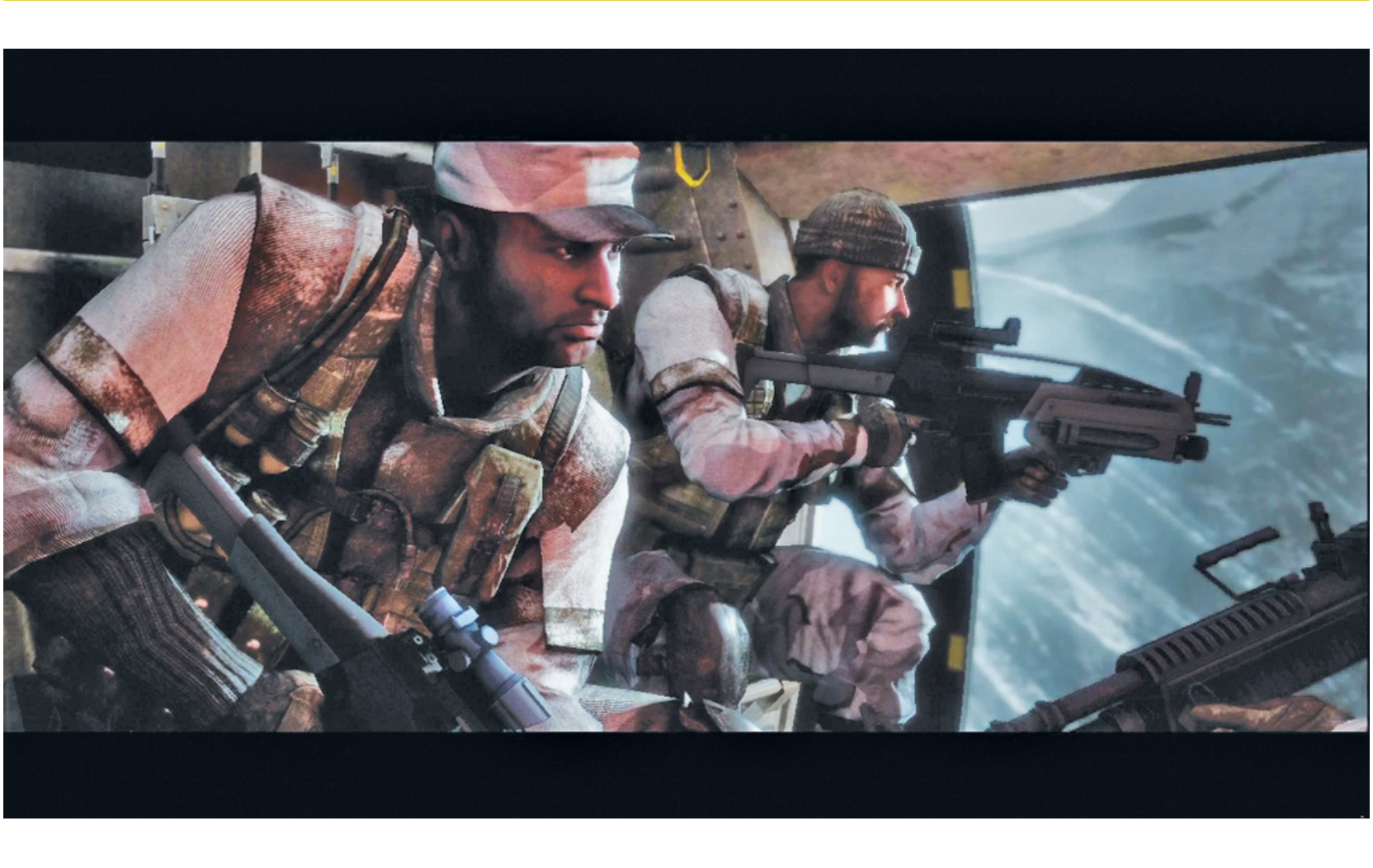


Mission Collectibles

M-COM Stations: 2

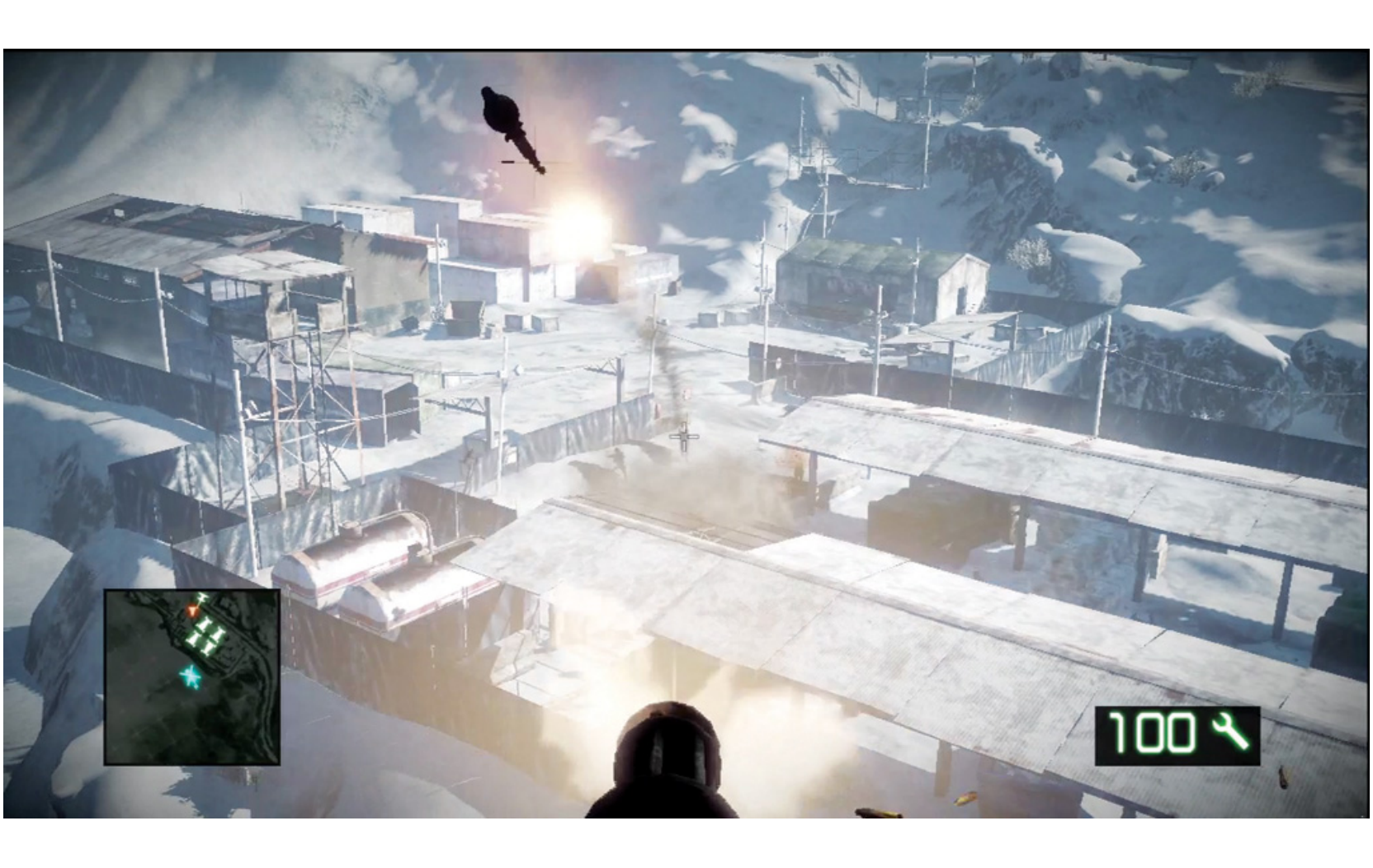
Collectible Weapons:

- SCAR-LS submachine gun
- M95 sniper rifle
- DTN-4 remote detonator
- SCAR-L silenced submachine gun

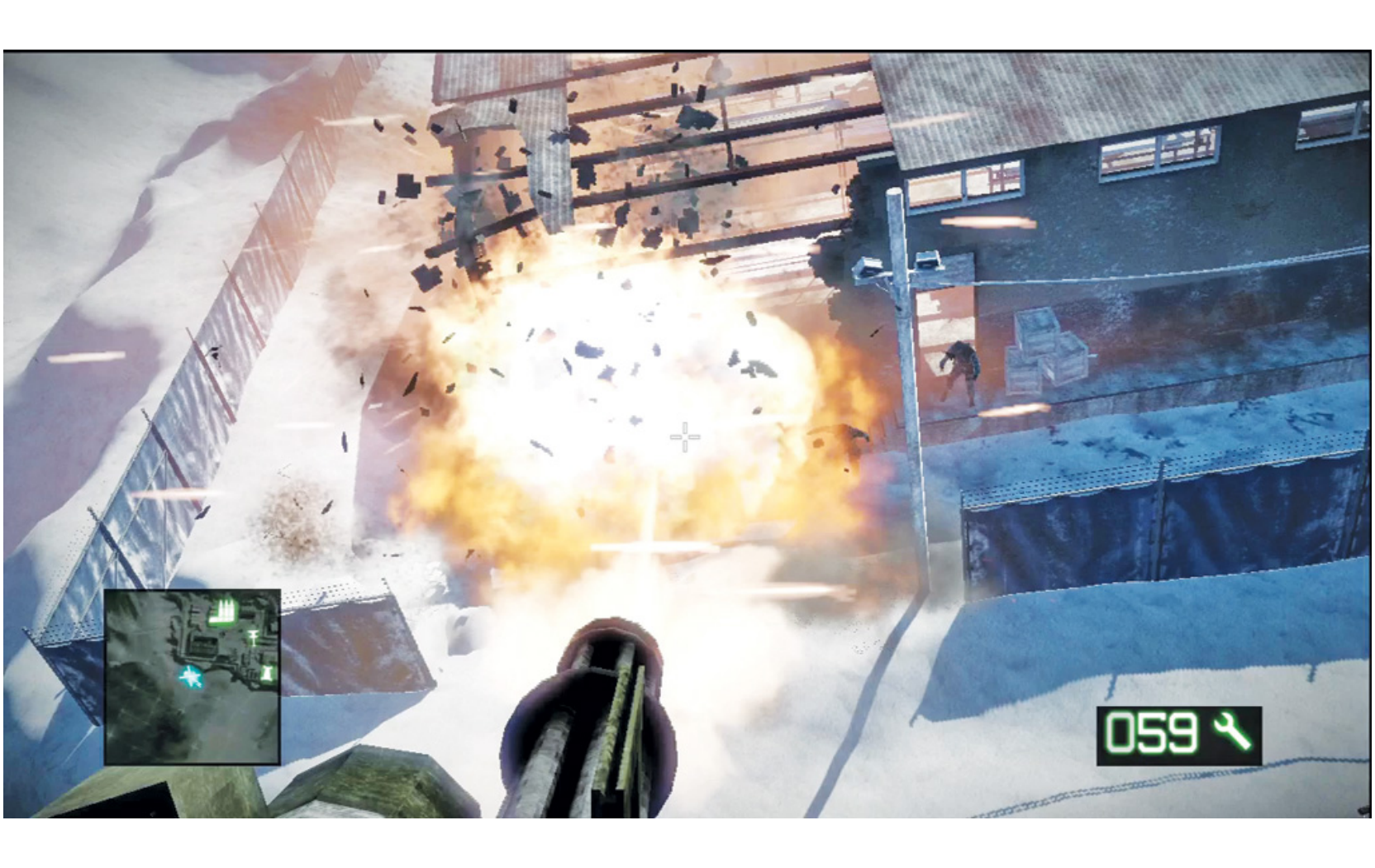


Back in Flynn's chopper, the boys from Bad Company are heading high into the Andes, where the French satellite's control station is located. The plan is to knock the satellite out of orbit, causing it to crash somewhere nearby. Afterward, you can retrieve the backup data Aguire was collecting regarding the Russian's secret weapon program . . . at least in theory. But it's a long shot, and by the looks of it, the Russians won't make your job any easier. The landing zone is hot and Flynn needs you to neutralize the threats on the ground before he can drop you off.

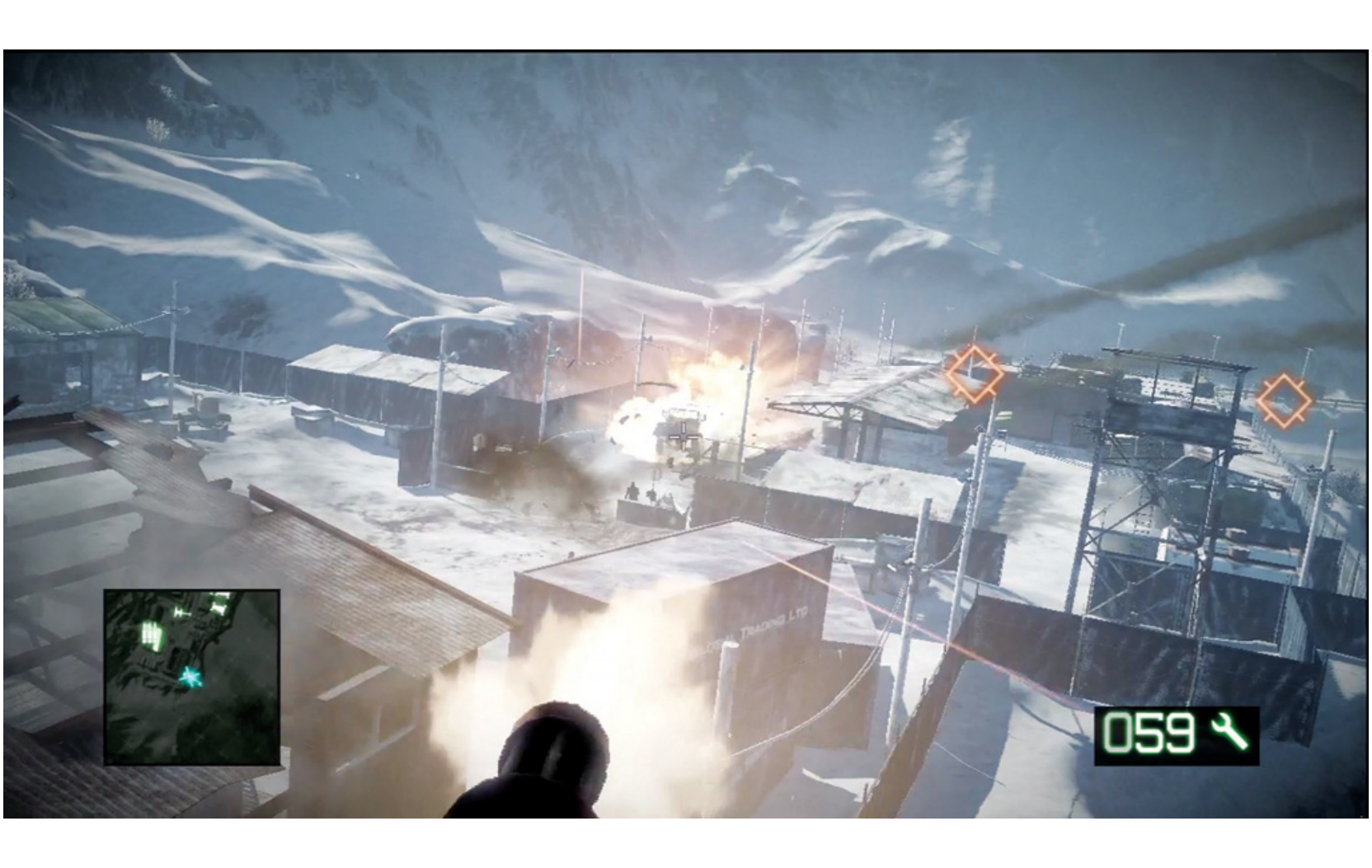
1. Clear Hostile LZ



During this sequence you need to wipe out all the enemies on the ground using the Blackhawk's side-mounted minigun. The biggest threats to the chopper are enemies armed with rocket launchers. Watch for incoming rockets and follow the smoke trail back to the shooter. In most cases, the first shot is a miss, but the second one won't be. Quickly locate and eliminate the shooter before he can fire a second rocket. The chopper can sustain at least a couple of hits, but don't test its limits.

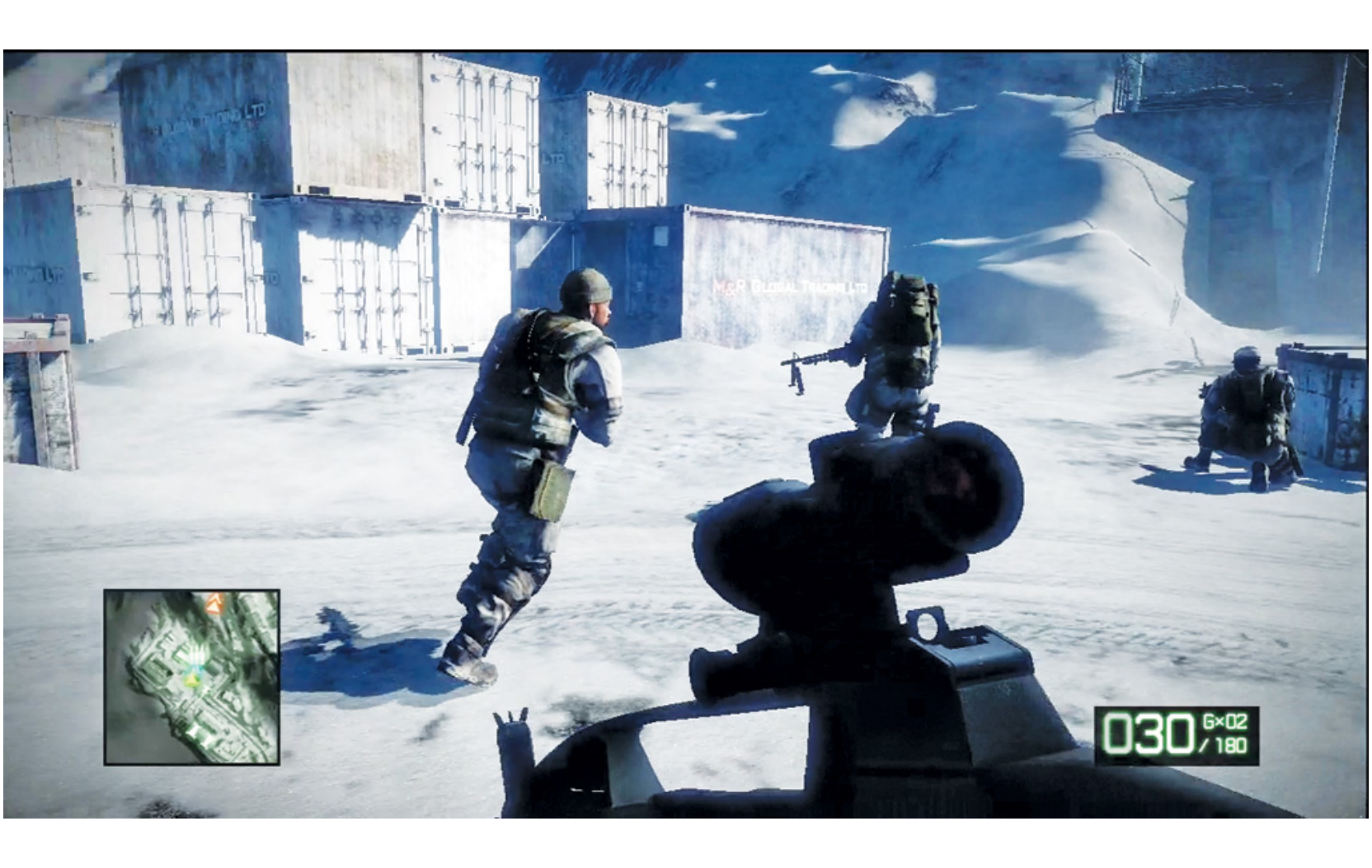


The minigun is absolutely devastating, capable of crumbling walls and rooftops with a few short bursts. So if you spot enemies hiding in buildings, tear down the walls with heavy fire to expose their hiding spots. There are several fuel tanks and barrels on the ground. Avoid targeting these explosive objects until there are at least a couple of enemies standing nearby. The large explosions are enough to take out several enemies as well as damage any nearby structures.

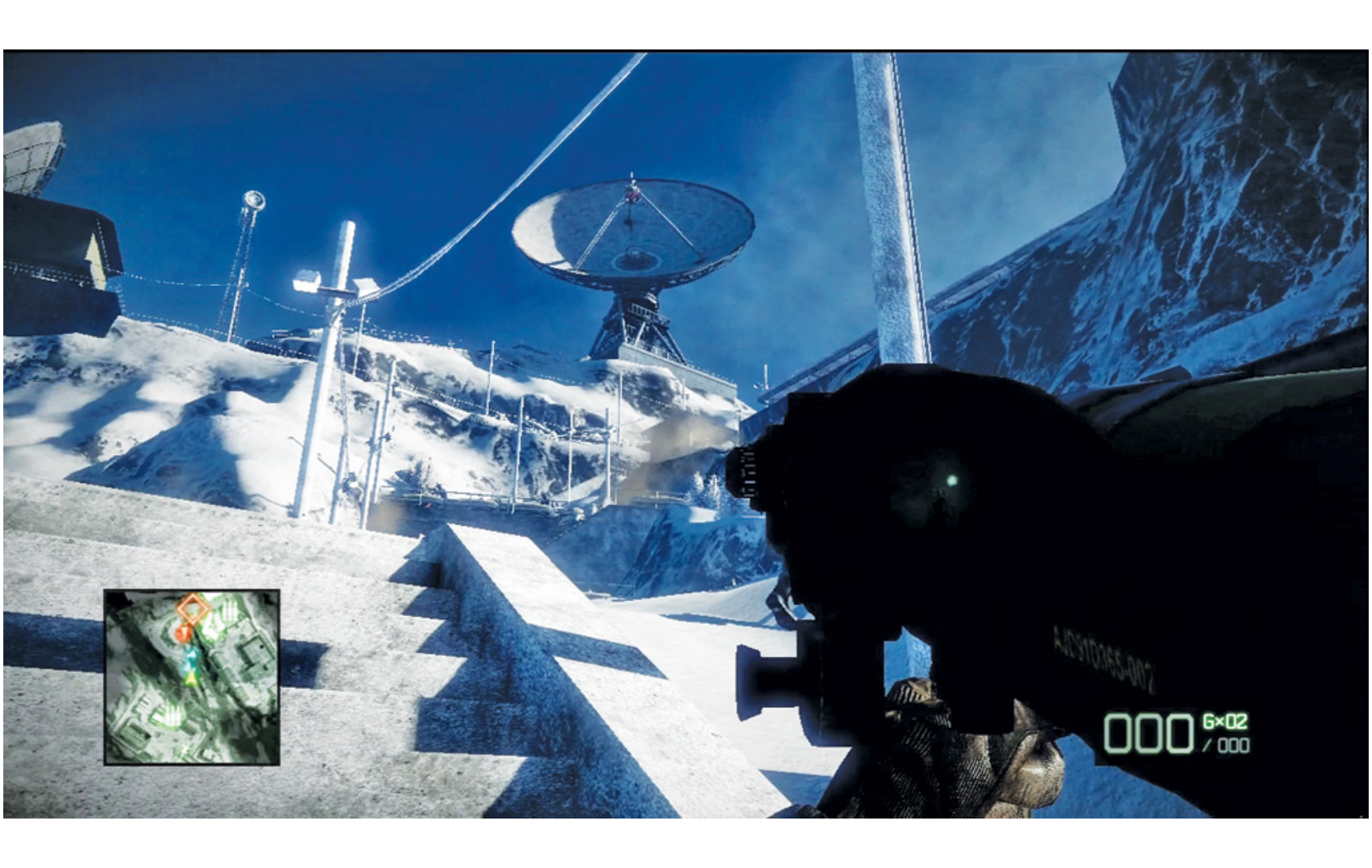


Watch for a small convoy of trucks arriving through the facility's west gate. Reinforcements are on board these trucks, so target them before the troops can get out. Each truck is marked by a red diamond icon, making each target easy to see and hit, even at long range. Keep laying down fire until the objective is complete.

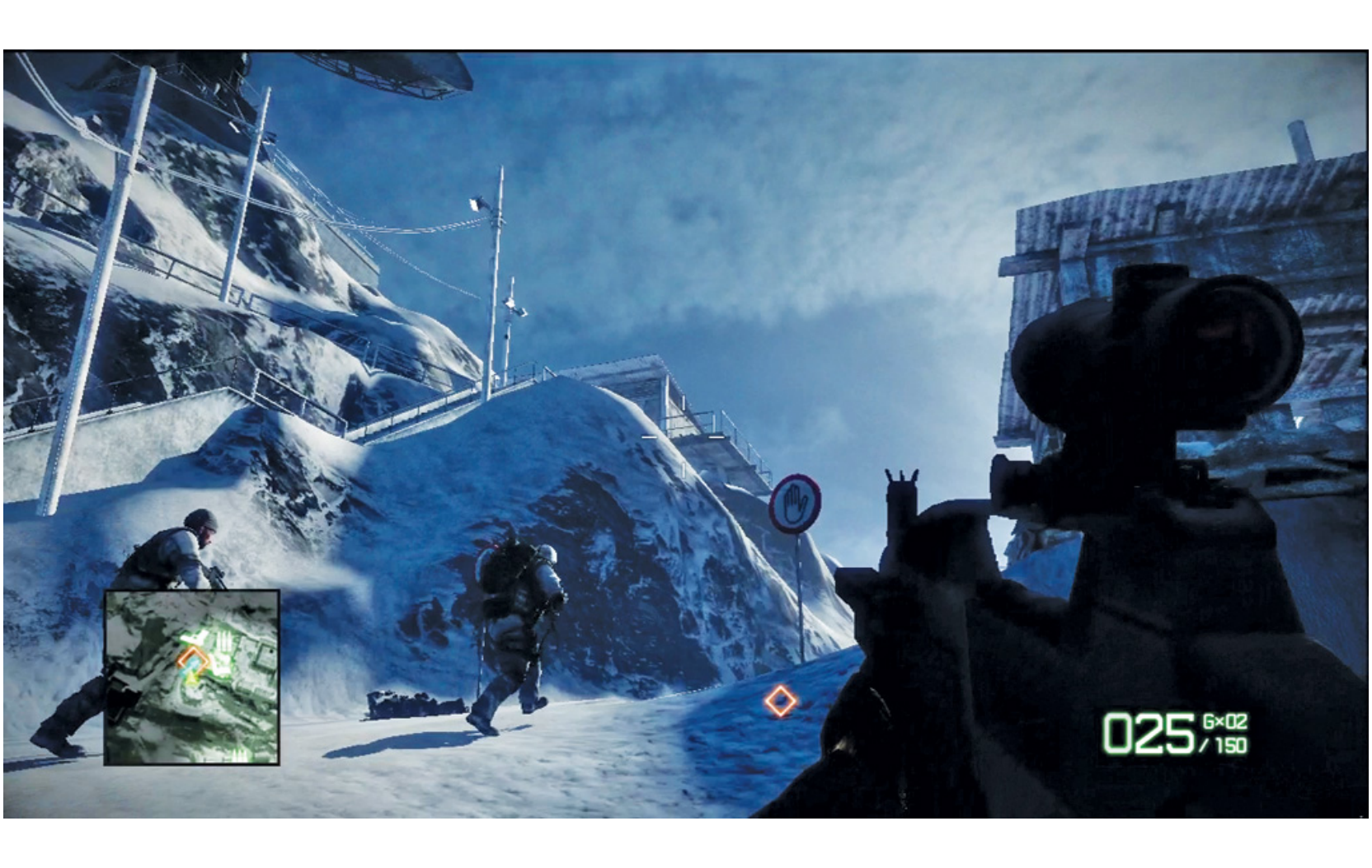
2. Locate Satellite Control Substation



Flynn drops you off on top of a building. Drop through the hatch in the roof and advance toward the objective marker on the hill to the south. While moving through the facility, grab a M2CG rocket launcher off one of the dead soldiers. There's also a SCAR-LS submachine gun inside the blue shipping container near the base of the hill. Keep it if you want, but make sure you hold onto the rocket launcher.

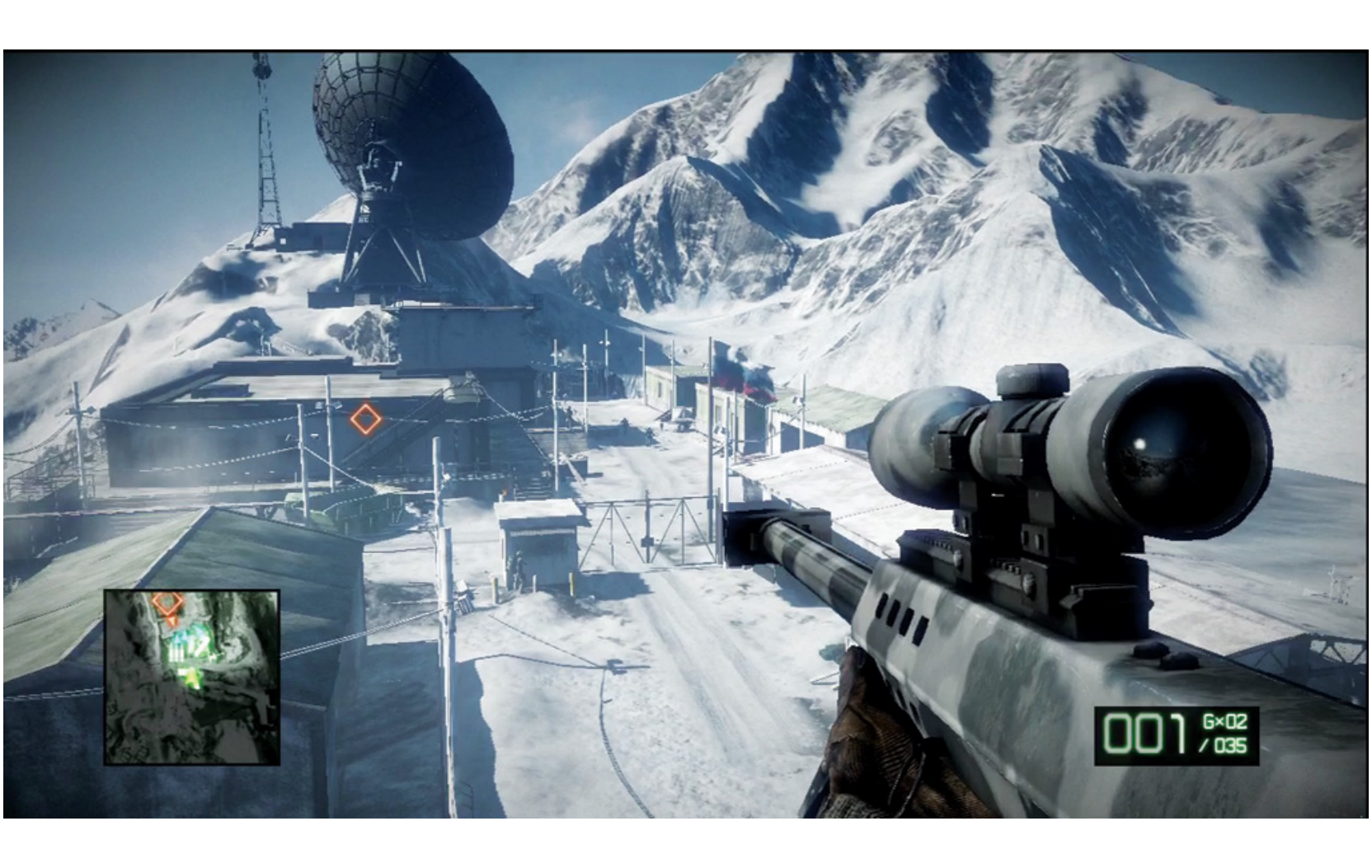


As you climb the steps leading up the side of the hill, a machine gun and several Russian troops open fire from above. The machine gun is located in a small guard tower directly beneath the massive satellite dish. Instead of lobbing grenades at it, equip the M2CG rocket launcher and blast the tower to bits. Once the machine gun is silent, help your team eliminate the rest of the enemies. The rocket launcher is very effective against these guys too.

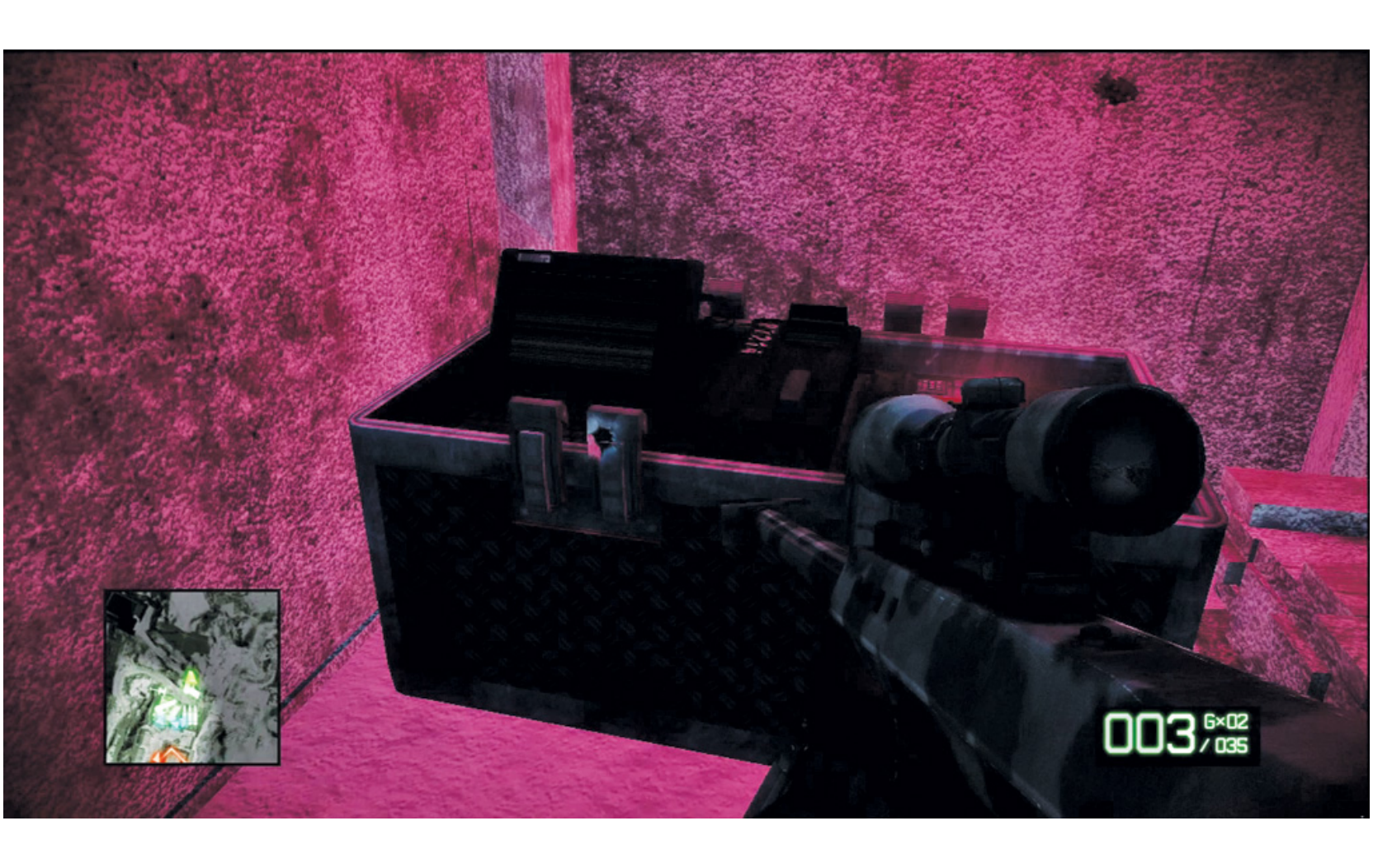


Advance up the nearby slope with your team, but watch for more enemies sliding down the hill on the left. Mow them down, then glance up at the platform on the left to locate a sniper. Take him out before he can target your team. As your team moves toward the substation, climb the steps up to the sniper's perch and prepare to cover your team as they advance.

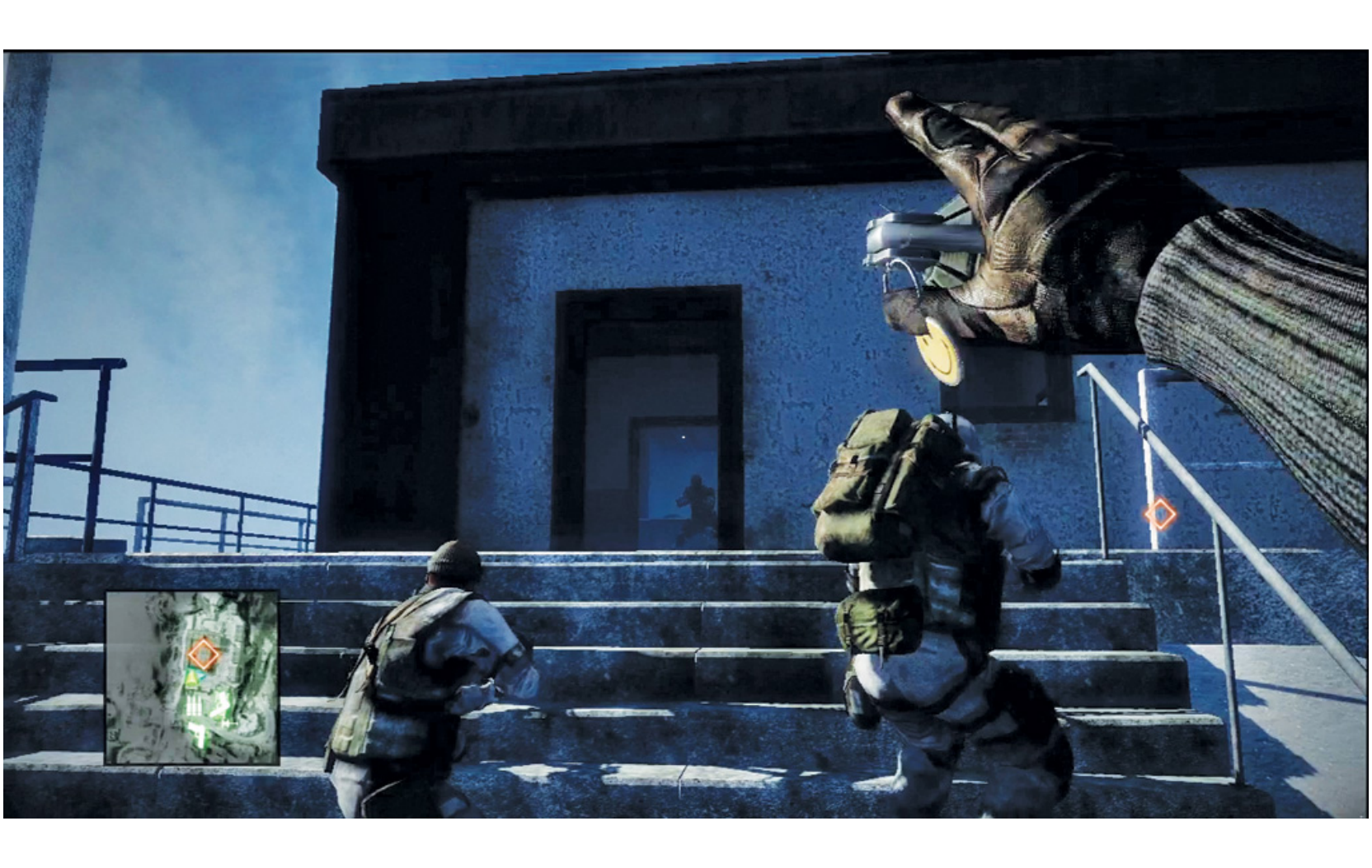
3. Reroute Satellite



Next to the sniper is a M95 sniper rifle. Grab it and begin clearing out enemies in the facility below. This is a very powerful weapon, capable of killing with a single hit. It doesn't matter where you hit them either. Its rounds can even pass through multiple targets, allowing you to kill several enemies with a single bullet. However, it's a bolt-action rifle, so make sure you take cover in between each shot, as you're likely to draw attention. Hold this position until all the enemies surrounding the substation are down. Your team will advance toward the building when it's reasonably clear.

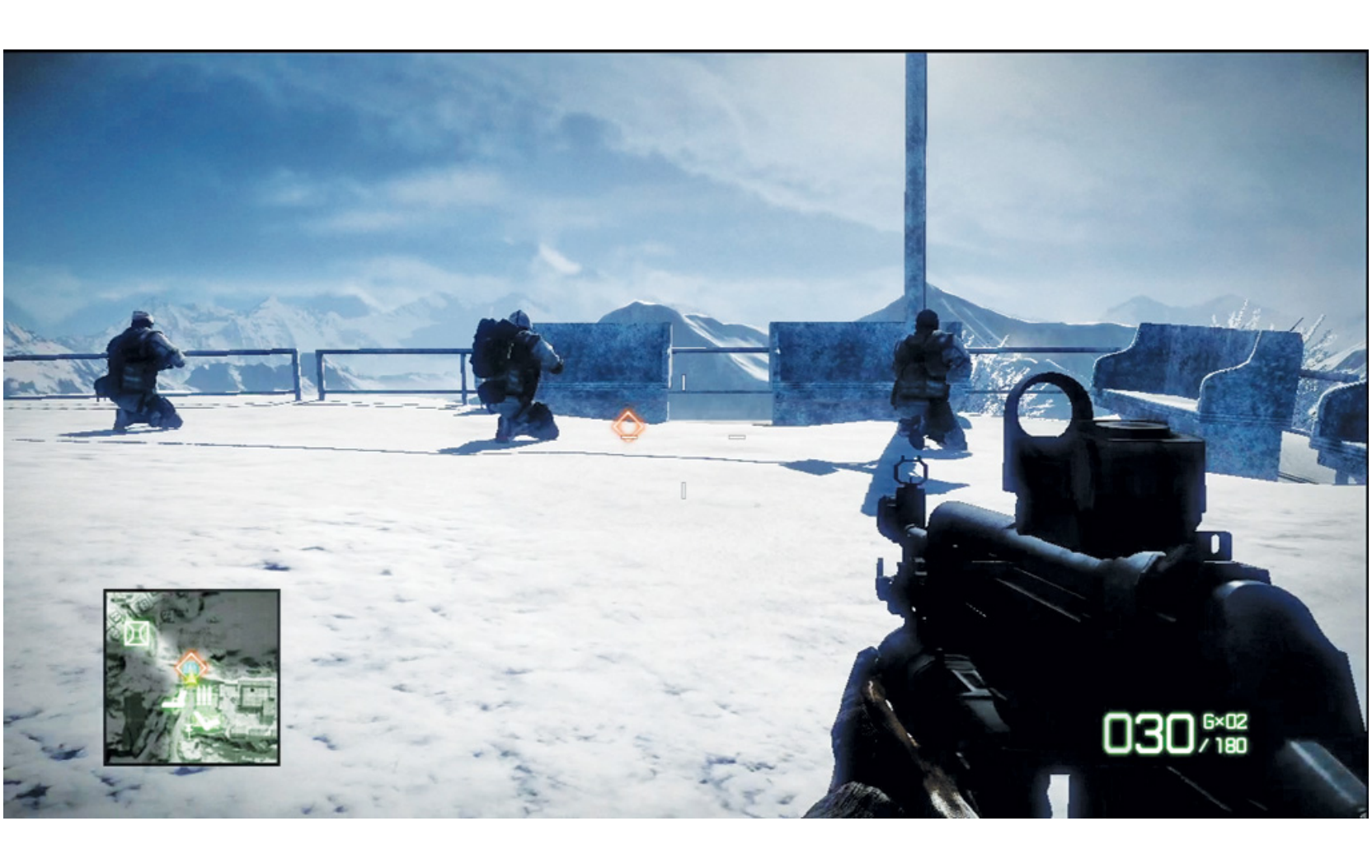


Before rejoining your team, search the wooden shack on the sniper perch to locate another M-COM station. Slap a charge on the box, then descend the steps to catch up with your team. On your way into the facility, feel free to pick up a DTN-4 and some explosives from one of the two weapon crates by the parked trucks.



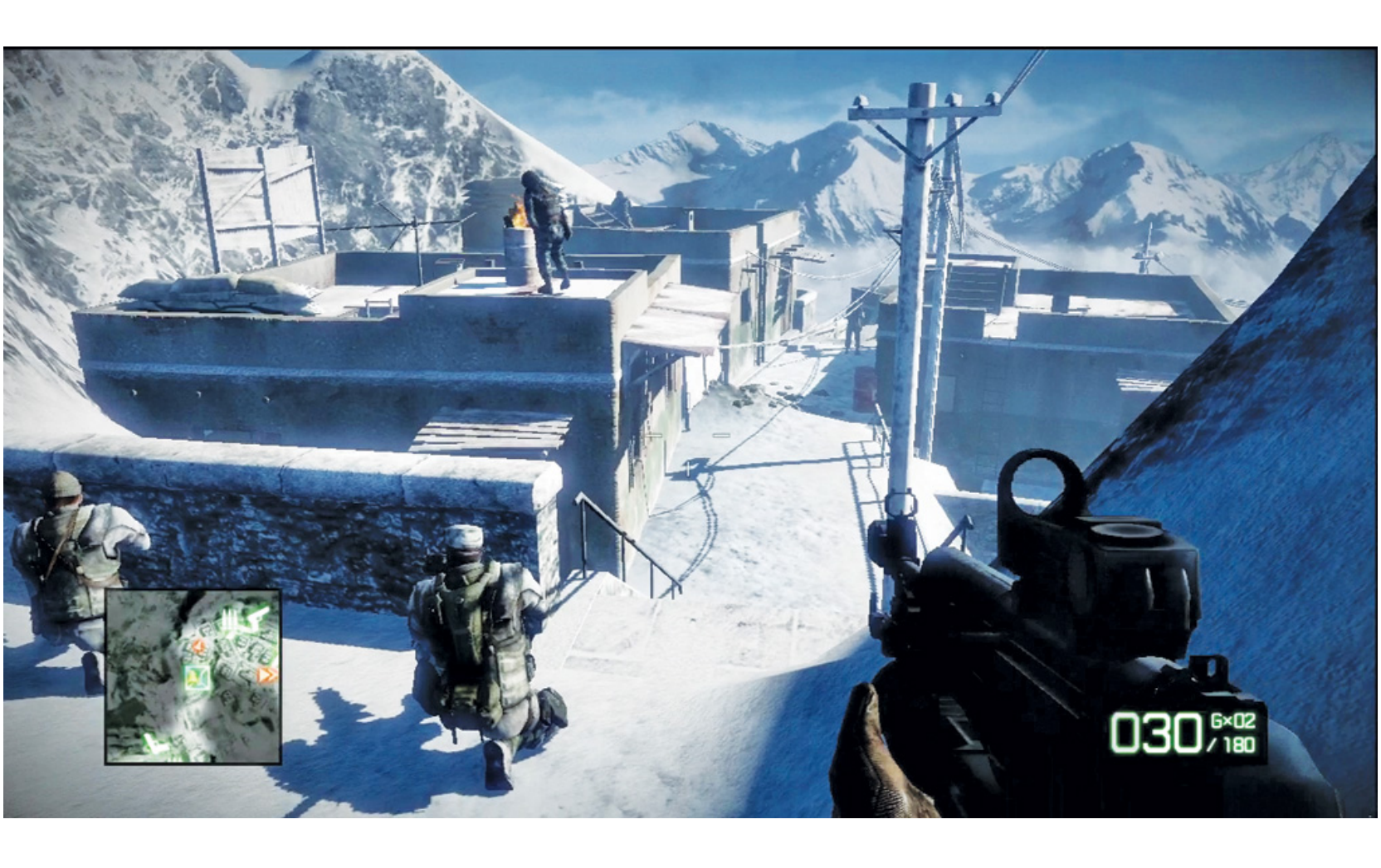
Your team is gathered outside the entrance to the satellite control building, waiting for you to lead the assault. Don't walk in just yet. Instead, lob a few grenades inside to clear out the shotgun-toting enemies. You don't want to face these guys at point blank range, so do your best to take them out before entering.

Toss a frag grenade through each doorway and sweep each room slowly, working your way to the control room. There are no enemies inside the control room, so hold your fire—you don't want to damage any of this equipment. Move to the control panel and interact with it. Sweetwater has no problem hacking the satellite's controls, causing it to fall out of orbit, but there's no telling exactly where the satellite will crash. Judging by the hostile forces in the area, you'll need to beat the Russians to the crash site and retrieve the data server.

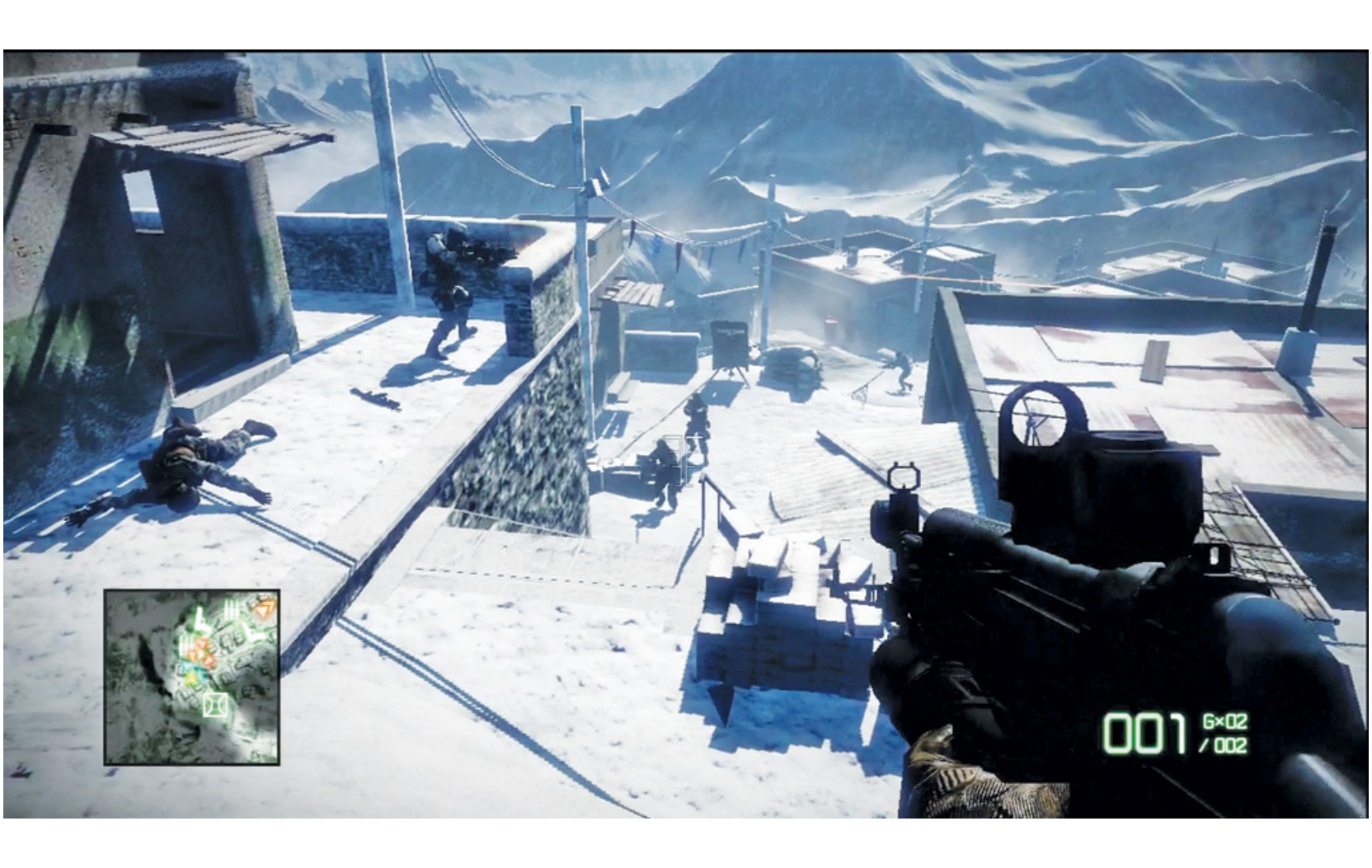


Follow your team outside to spot the incoming satellite streaking through the stratosphere. Flynn is unable to set down, so you need to find another means of transportation to reach the crash site. Sarge spots a CAVJ light transport in the village below. The place is crawling with Russians, so you need to hit the village hard and fast.

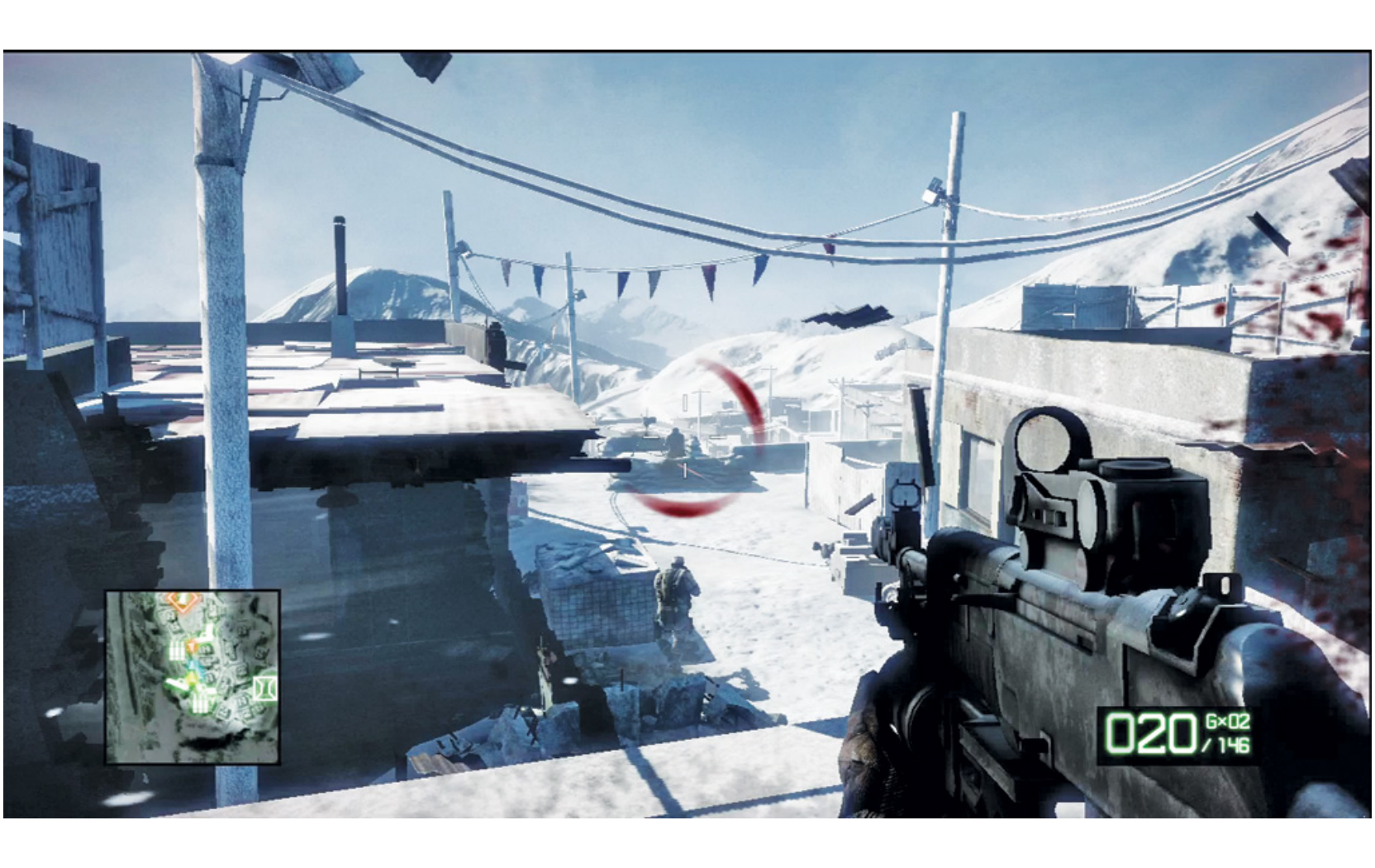
4. Find Transport



Visit the supply drop crate on the path leading to the village. Grab an assault rifle of your choice and the M2CG rocket launcher. The enemy is unaware of your presence, so hit the nearby soldiers fast, before they can retaliate. Pick off the guys on the nearby rooftops first, then focus on the soldiers in the cramped alley. Blast the red barrel to trigger a large explosion. A machine gun is positioned at the far end of this alley. Lob grenades in its direction to take it out without exposing yourself to incoming fire.



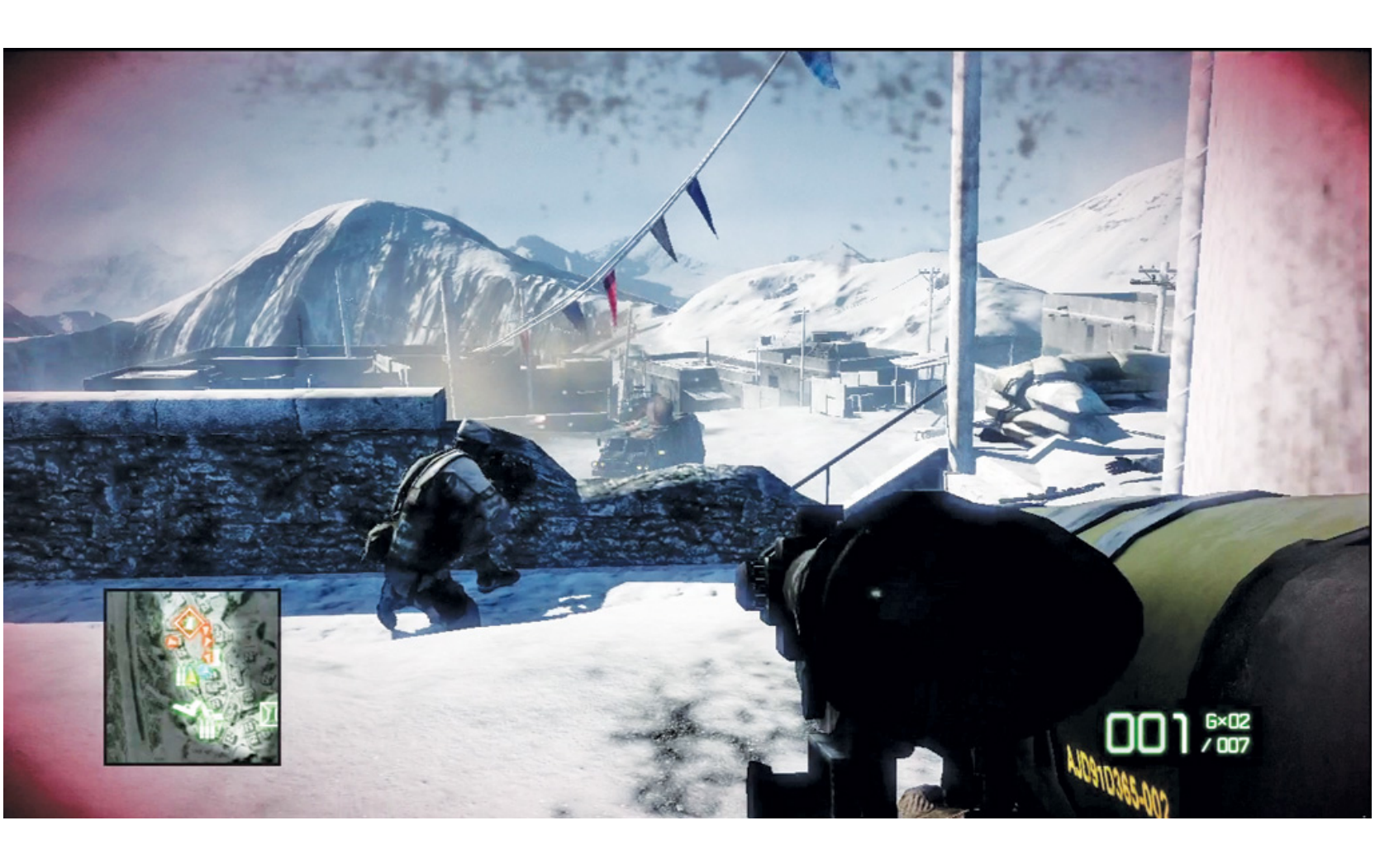
Keep pushing through the village, attacking aggressively with explosives and gunfire. Clear out the enemies around this armored machine gun using grenades. Fortunately, the weapon is pointed in the opposite direction and doesn't pose a threat. Still, there are plenty of enemies to worry about here, including soldiers armed with rocket launchers positioned on the rooftops. Once the path is clear, rush toward the machine gun and take control of it to wipe out a few more enemies in the area below.



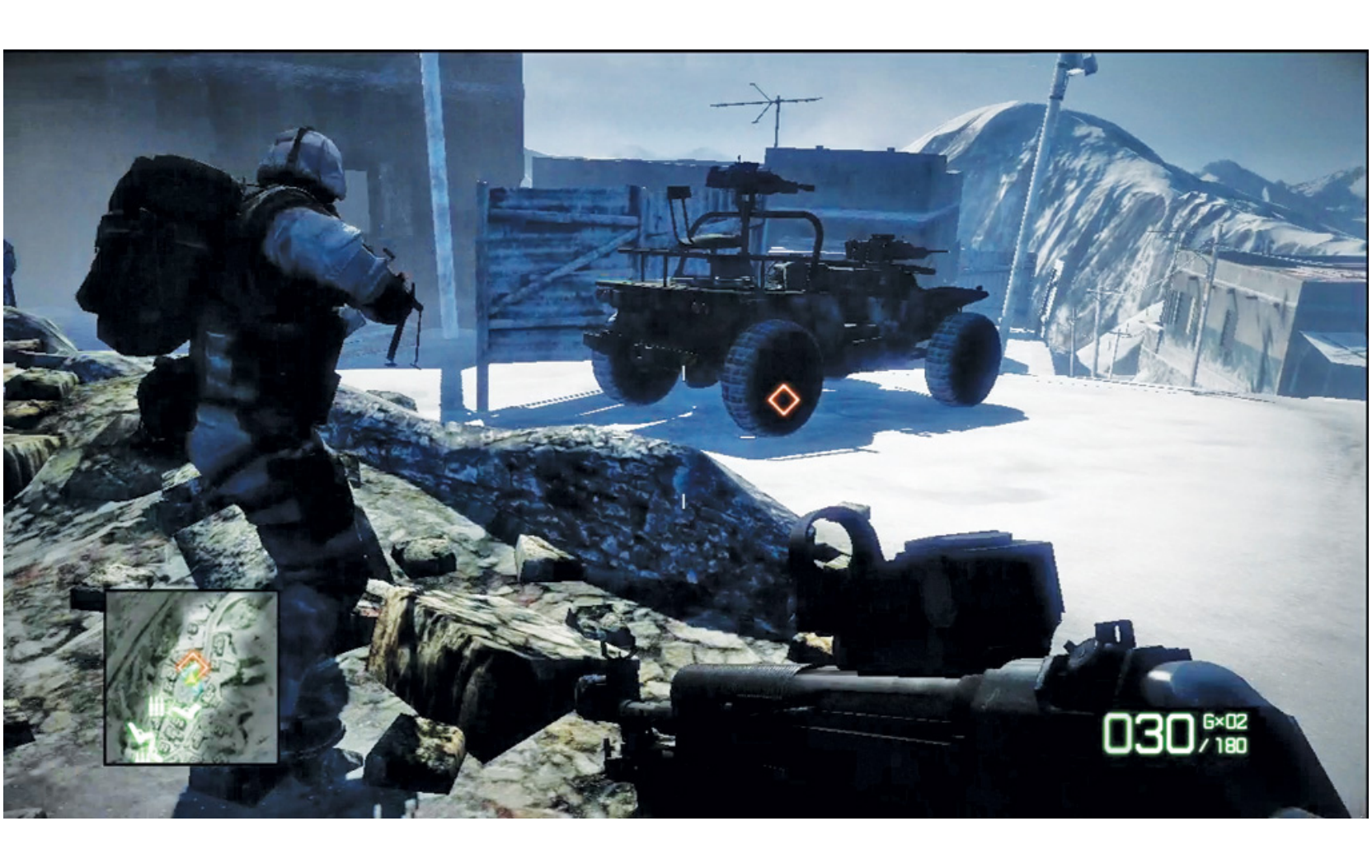
As you advance deeper into the village, watch out for a grenade launcher positioned behind sandbags. Either pick off the gunner as quickly as possible or flank the position from the right or left. Once the grenade launcher starts firing, attempting a frontal assault is deadly. It's possible to score a quick hit with a grenade or rocket, but it's much safer to flank. Just be quick about it while there's still cover. Keep up the attack as more infantry rush up the slope behind the grenade launcher.

Tip

If you haven't acquired the SCAR-L submachine gun yet, there are two in this village as well as another DTN-4.

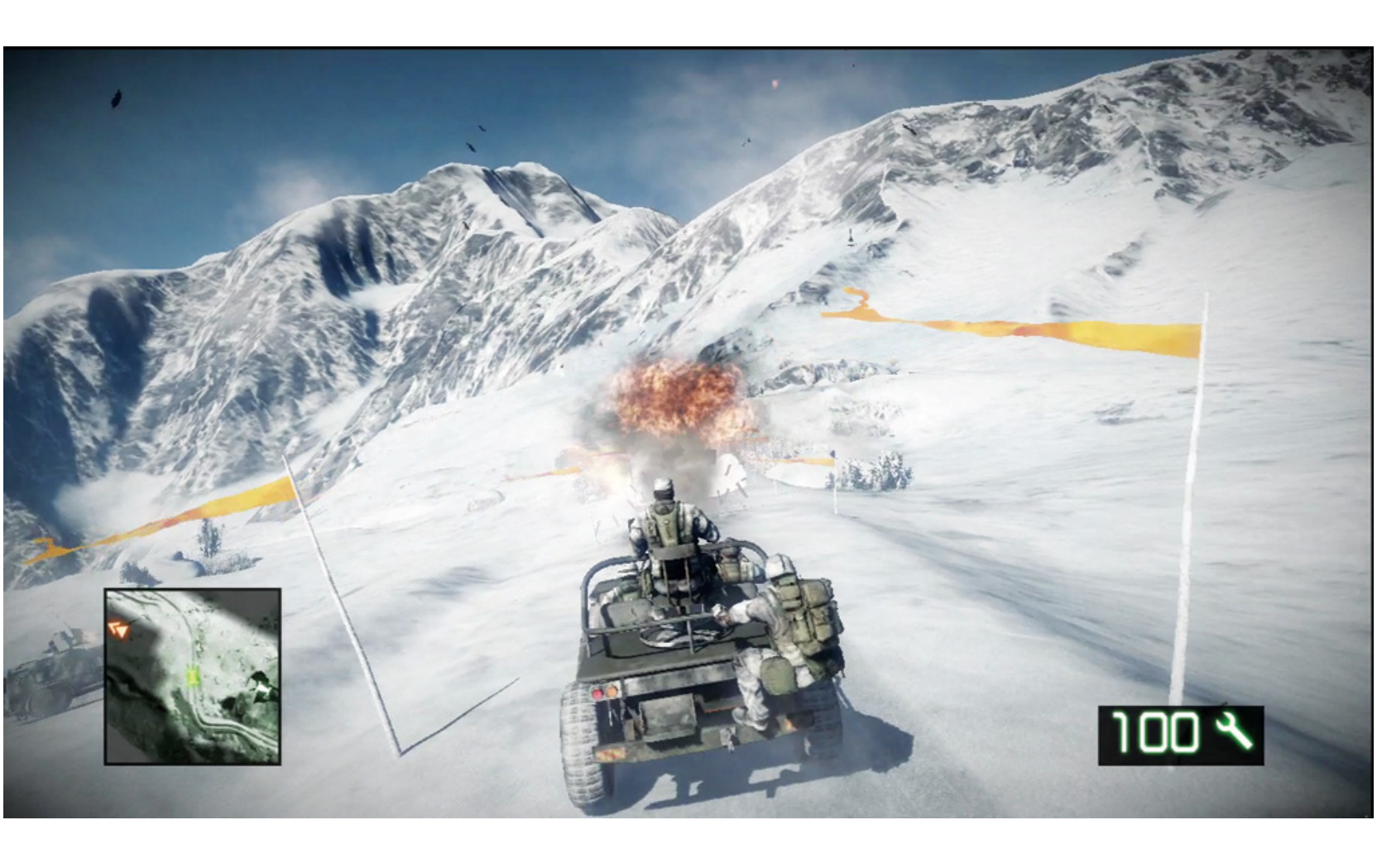


You've almost made it to your transportation, but there's a few more enemies blocking your path, including a VODN. Take cover behind the low stone wall by the grenade launcher and equip your M2CG rocket launcher. Stand up, zoom in, and fire a rocket at the transport to take it out—all it takes is one hit. With the VODN destroyed, the rest of the enemies here are easy to finish off. Focus on the guys with RPGs first, then take out the rest.

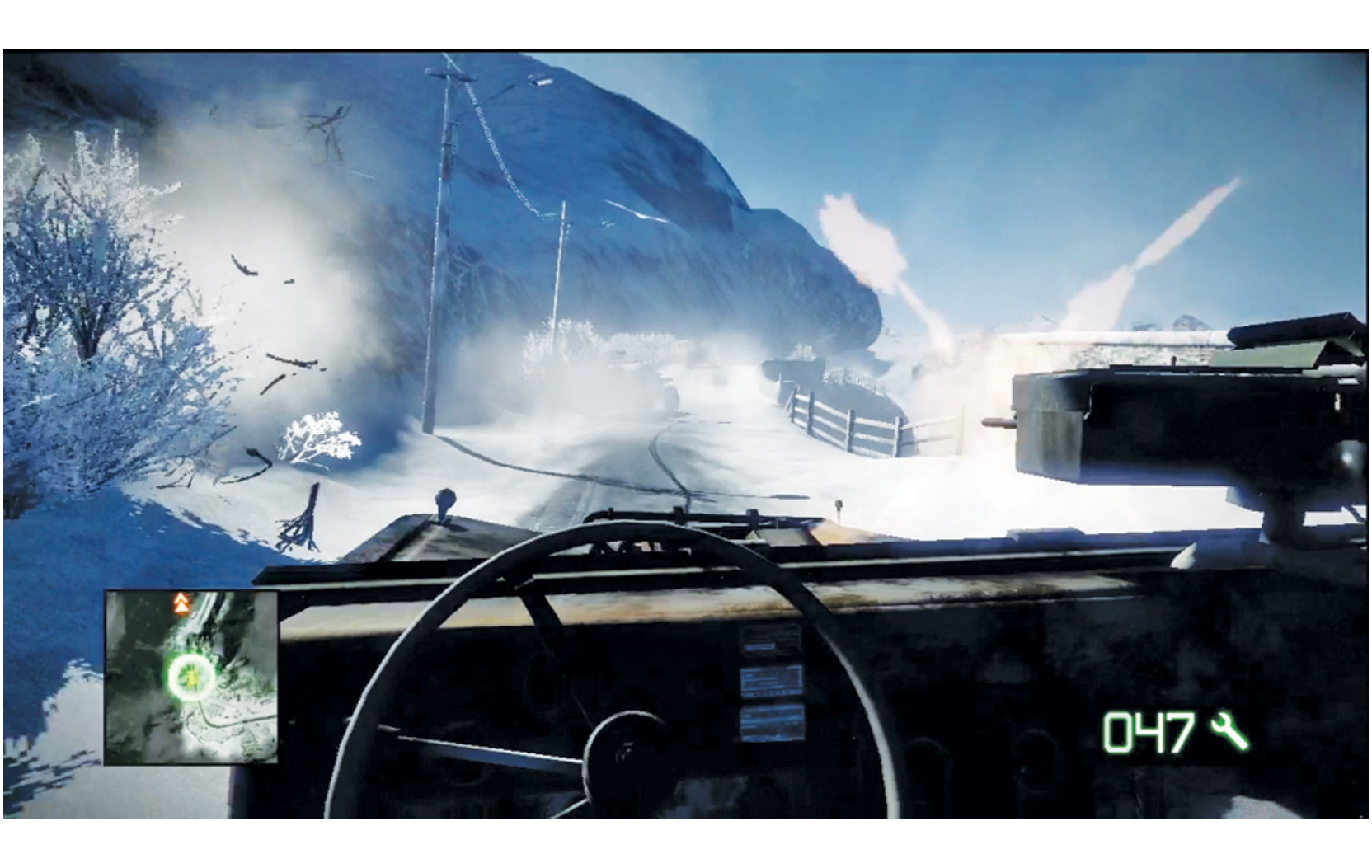


You only have a few minutes before the satellite crashes, so you better get a move on. Once the area is clear of hostiles, search the house to the southwest (marked on the map) to knock out another M-COM station. Once it's destroyed, rush toward the CAVJ transport and climb aboard. This time you get to drive!

5. Locate and Secure Satellite Impact Zone



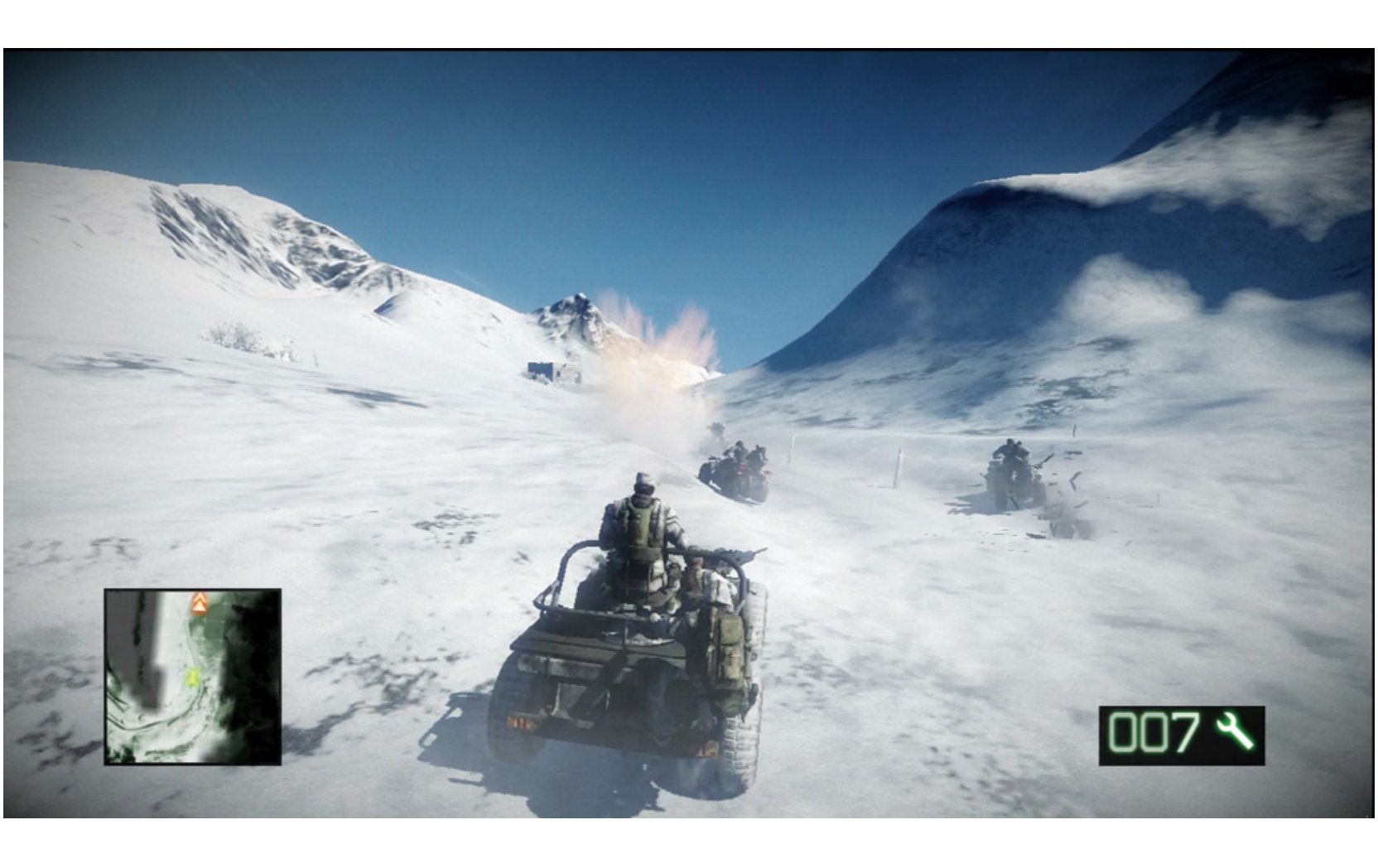
With the satellite streaking through the sky, it's an all-out race to the crash site. The snowy road is packed with Russian vehicles eager to stop your advance. For a better view of the road, consider switching to the external view. This places the camera behind the vehicle, making it a little easier to see your surroundings, as well as upcoming turns. Do your best to avoid rockets fired from the backs of the trucks. Sarge is on the CAVJ's machine gun and will return fire.



As the driver, you can also fire the vehicle's front-mounted grenade launcher. However, it's easiest to fire this weapon from the first-person perspective. This allows you to see the weapon's aiming reticle, helping you gauge how high the weapon needs to be tilted to hit a target. The grenade launcher is ideal for taking out the VODNs and CAVJ transports on the road in front of you. Simply hold down the fire button and slowly elevate the weapon's aim to walk the grenades into the vehicles in front of you.

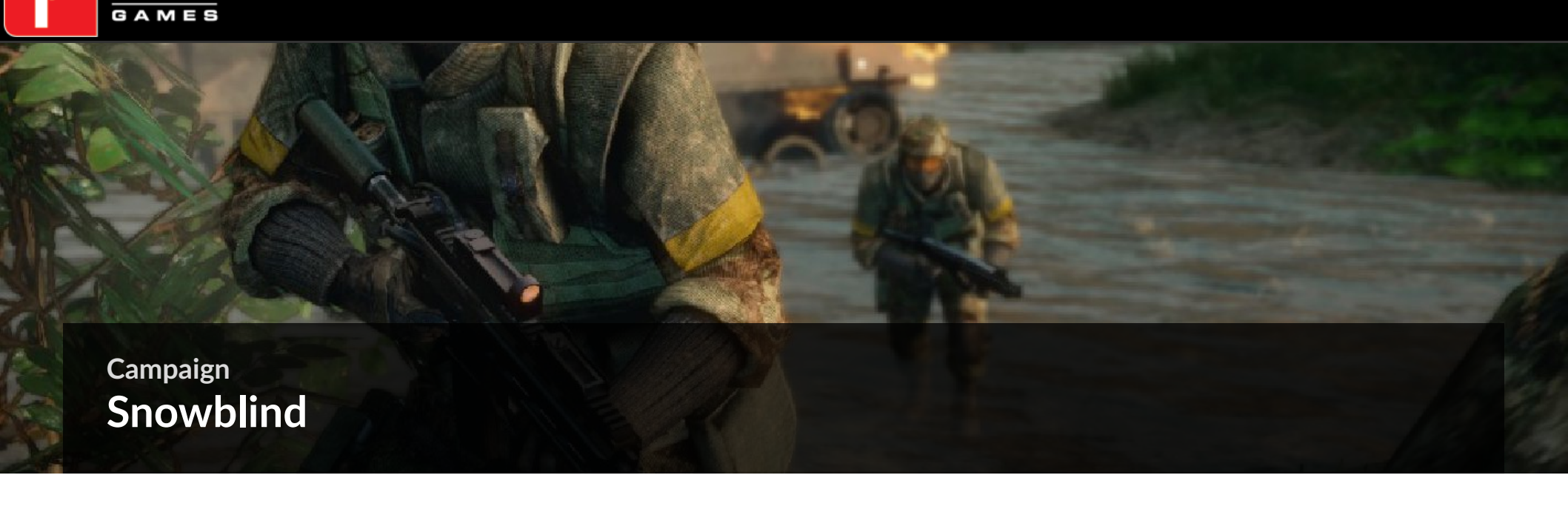
Caution

As you destroy vehicles on the road, swerve to avoid the flaming wreckage. Crashing into a wreck at high speed can cause heavy damage to your vehicle, potentially sending you back to the last checkpoint.



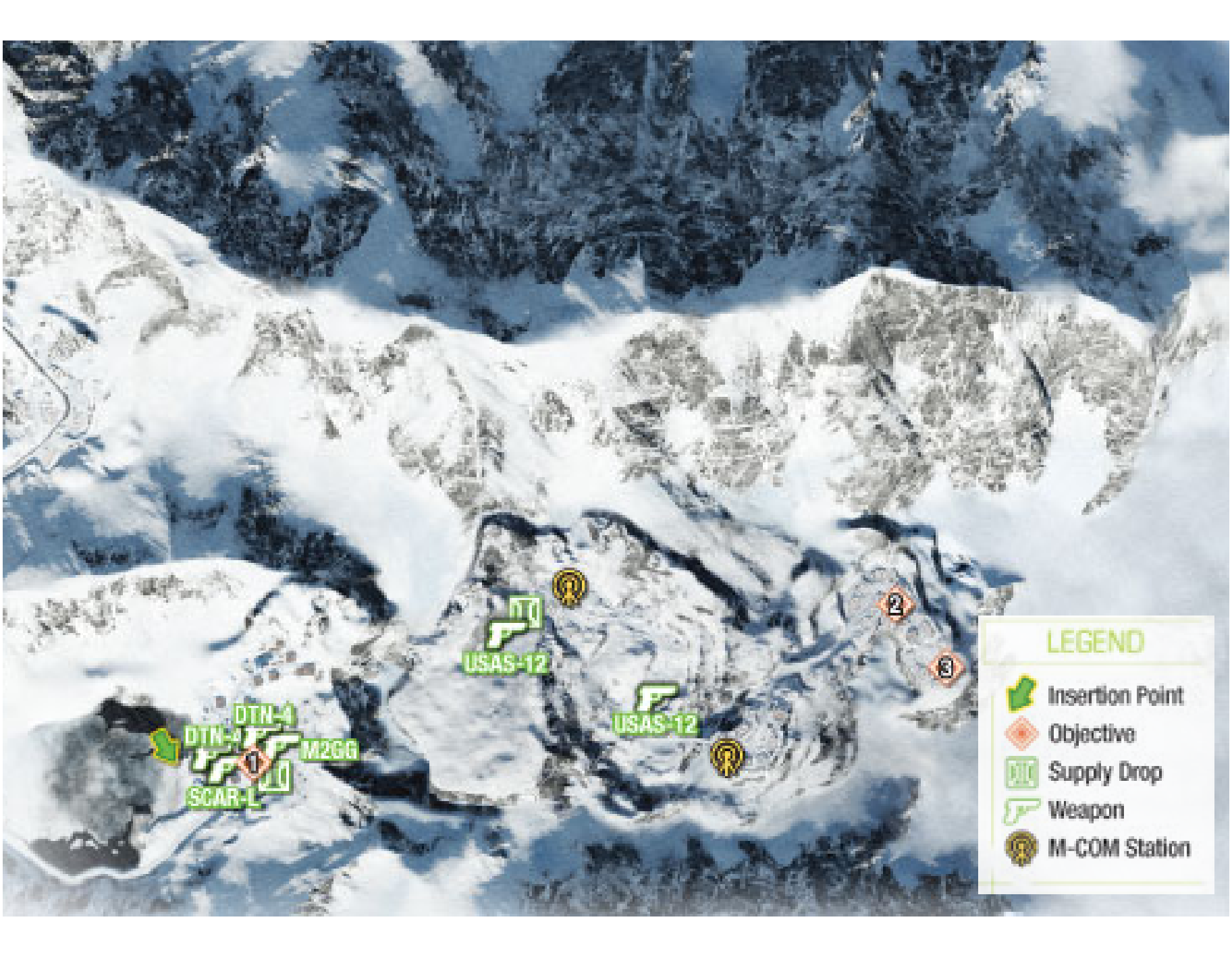
As you near the crash site, several ATVs swarm around you. Take these guys out fast, as each has a rocket-firing enemy riding on the back. Open fire with the grenade launcher and swerve to avoid incoming rockets. Rockets do heavy damage to your vehicle, so do your best to wipe these guys out fast. At the very least, keep your distance. This buys you bit more time to make evasive maneuvers.

At the end of the race, the satellite is seen crashing into a nearby village. Hopefully Aguire's data is still intact. The mission continues in *Snowblind* .



Campaign

Snowblind



Mission Collectibles

M-COM Stations: 2

Collectible Weapons:

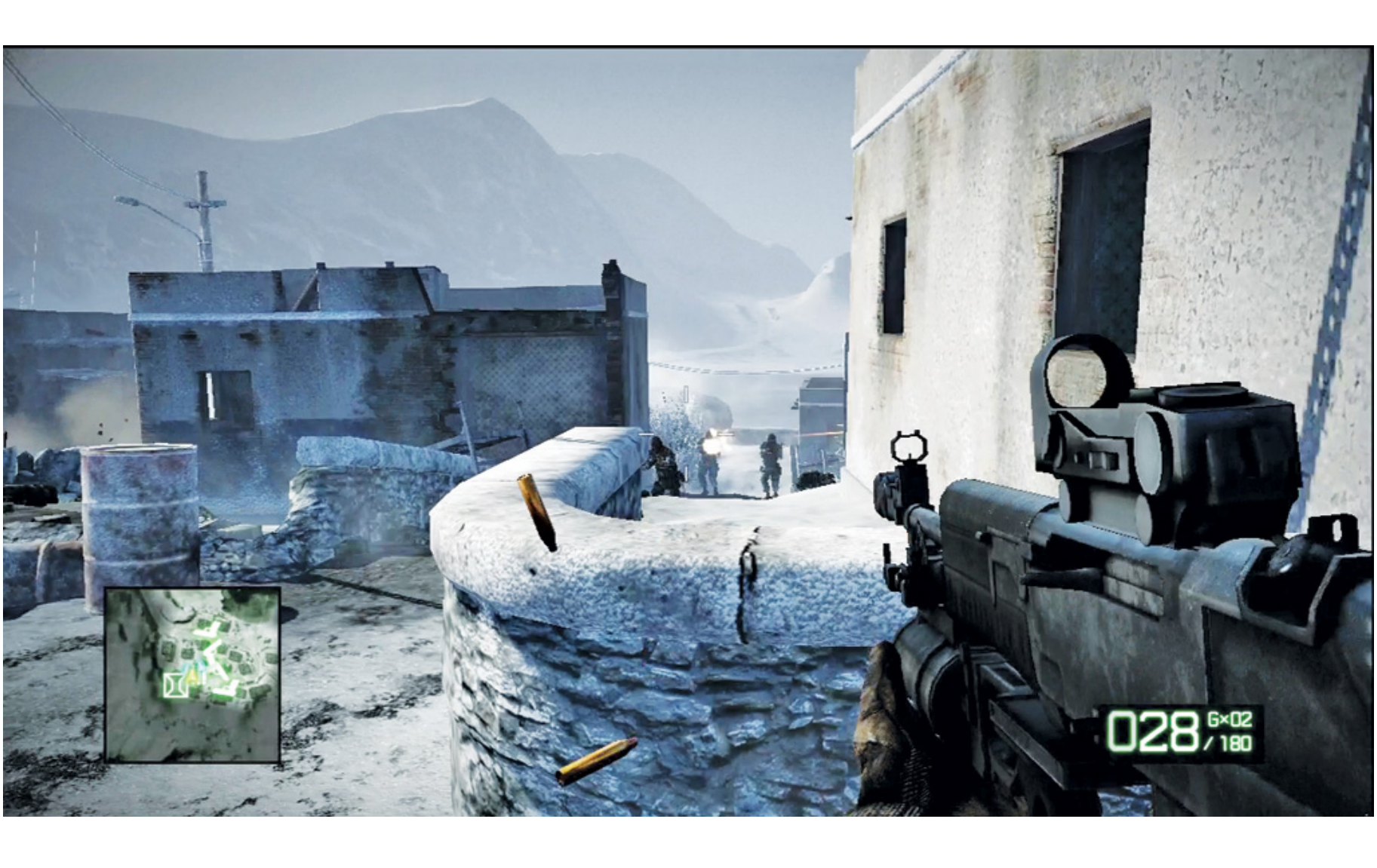
- SCAR-L silenced submachine gun
- DTN-4 remote detonator
- M2CG rocket launcher
- USAS-12 shotgun

Follow your team into the village toward the satellite crash site. The satellite managed to survive reentry and the impact, but it's too hot to touch.

Meanwhile, Russian troops are on the move in an attempt to destroy the satellite before you can retrieve the data server.

You need to form a defensive perimeter around the crash site and prevent the Russians from overrunning your position.

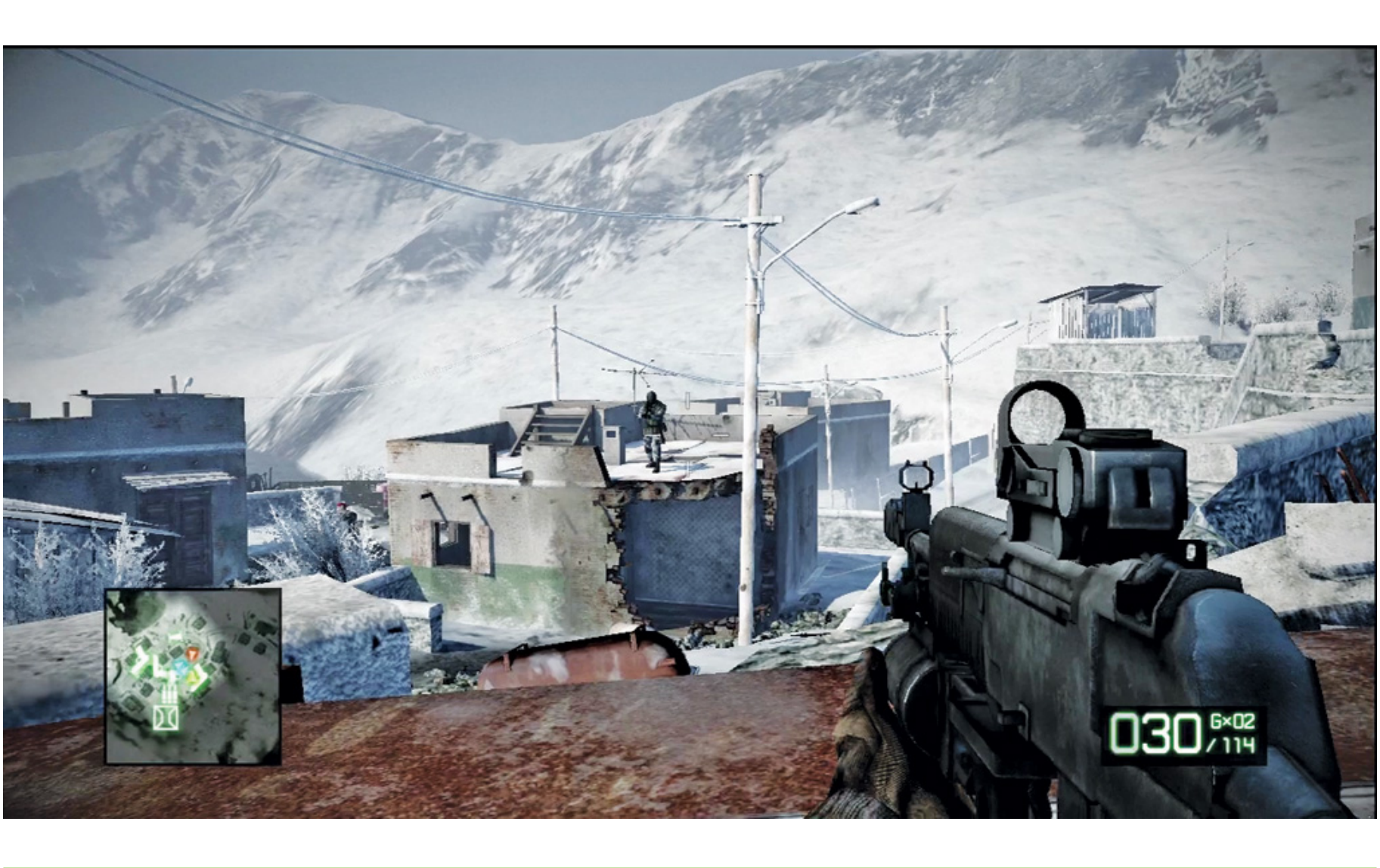
1. Protect Satellite Wreck



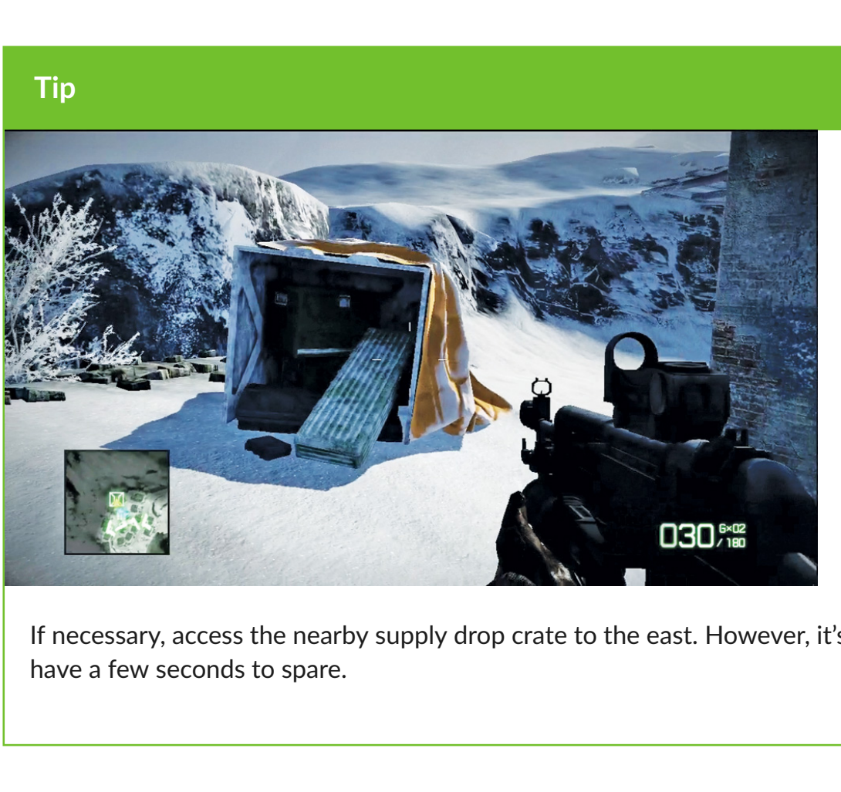
The first wave of attackers approaches from the west, racing up the nearby alleys and streets. Find some cover and greet them with a barrage of automatic fire and grenades.

The biggest threat here are the guys with rocket launchers that climb onto nearby rooftops. Instead of targeting you or your team, they have orders to destroy the satellite.

Take them out quickly before they can damage the satellite. The nearby ammo crate will keep you in business throughout this attack, so make frequent visits to stock up on more grenades.



Tip

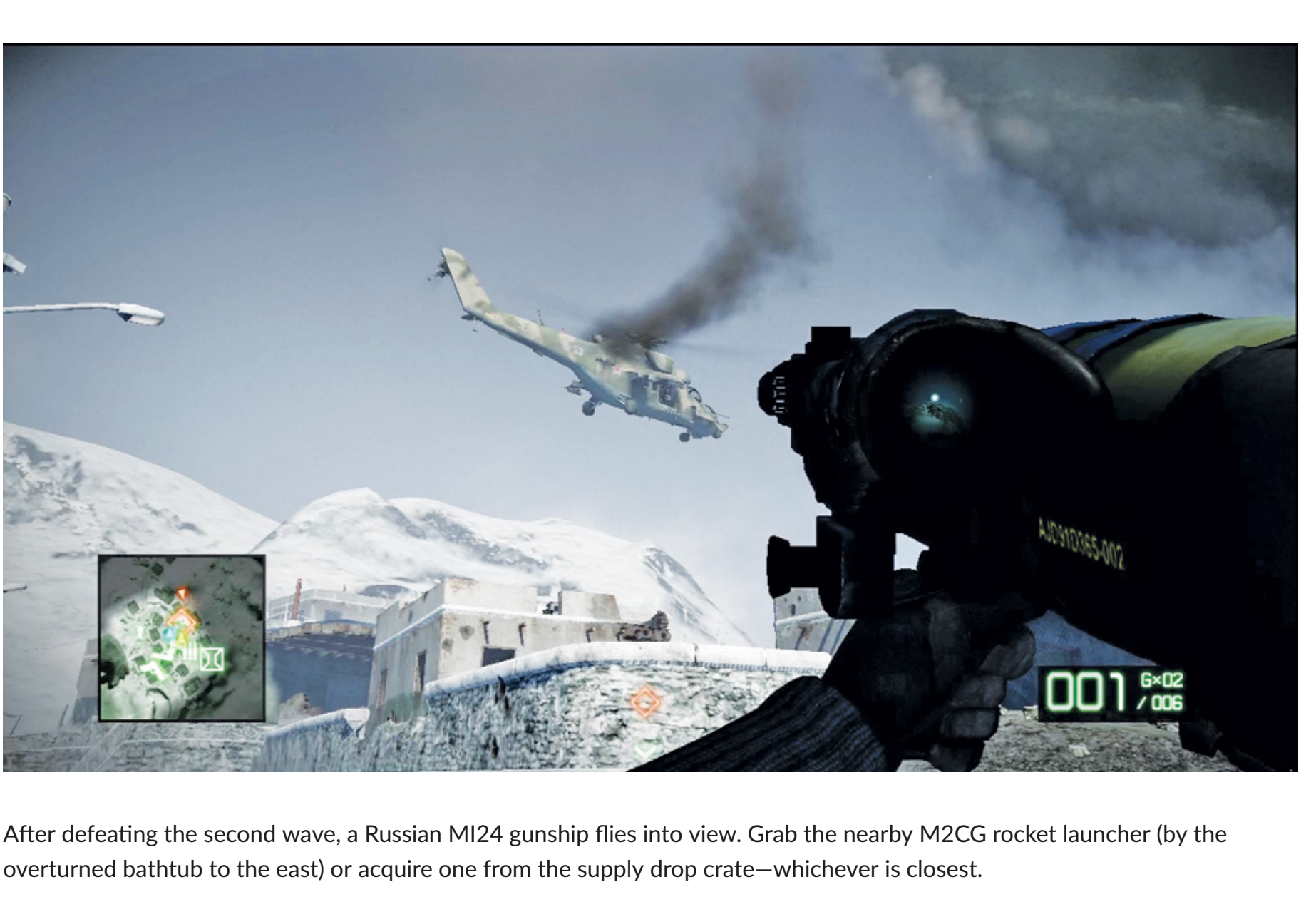


If necessary, access the nearby supply drop crate to the east. However, it's best to do this in between attacks, when you have a few seconds to spare.

Once the first wave is eliminated, Sarge announces a new wave of enemies advancing from the north. Shift to the north side of the satellite and watch for more Russian troops running into view.

Once again, use a mix of grenades and automatic fire to hold them back. But most importantly, identify and eliminate the enemies on the rooftops with rocket launchers.

These guys have a clear shot at the satellite and can inflict heavy damage if you don't take them out fast. If the satellite is destroyed, the objective is a failure, forcing you to start over from the last checkpoint.



After defeating the second wave, a Russian MI24 gunship flies into view. Grab the nearby M2CG rocket launcher (by the overturned bathtub to the east) or acquire one from the supply drop crate—whichever is closest.

Immediately take aim at the hovering chopper and fire a rocket into its fuselage. It takes two hits with your rocket launcher to bring this chopper down.

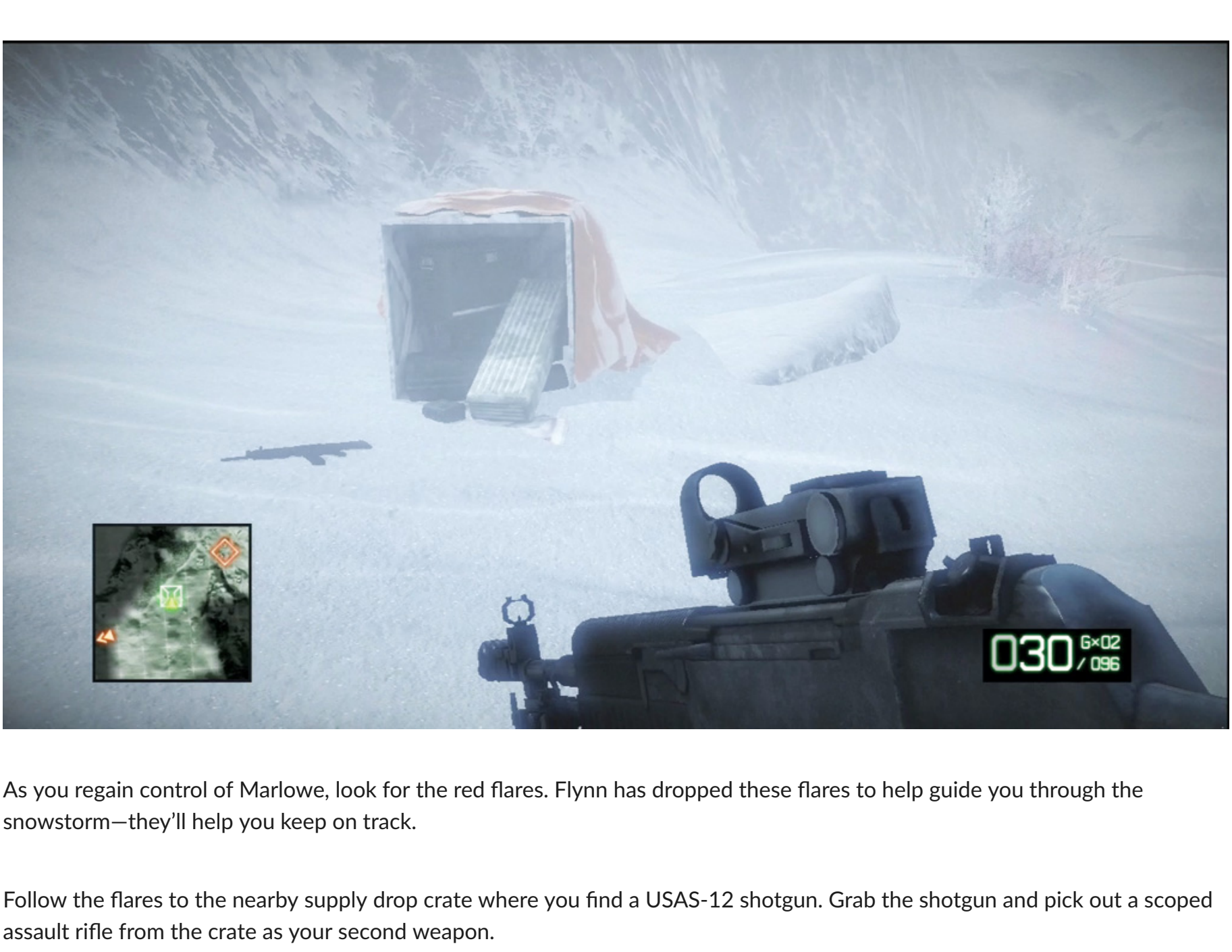
For best results, don't shoot when the chopper is moving—wait until it pulls to a hover.

In a cutscene you see that, following the Russian attack, a blizzard moves into the area, severely limiting visibility. Sarge and Haggard move out in search of a vehicle, leaving Marlowe and Sweetwater to secure the satellite's data server.

After pounding on the satellite for a few moments, Sweetwater moves out to find Sarge, leaving Marlowe all alone.

That's when he finds what they're looking for. The data server is a small red box located in a cramped compartment within the satellite's main housing. But now Marlowe is all alone, and this storm isn't helping.

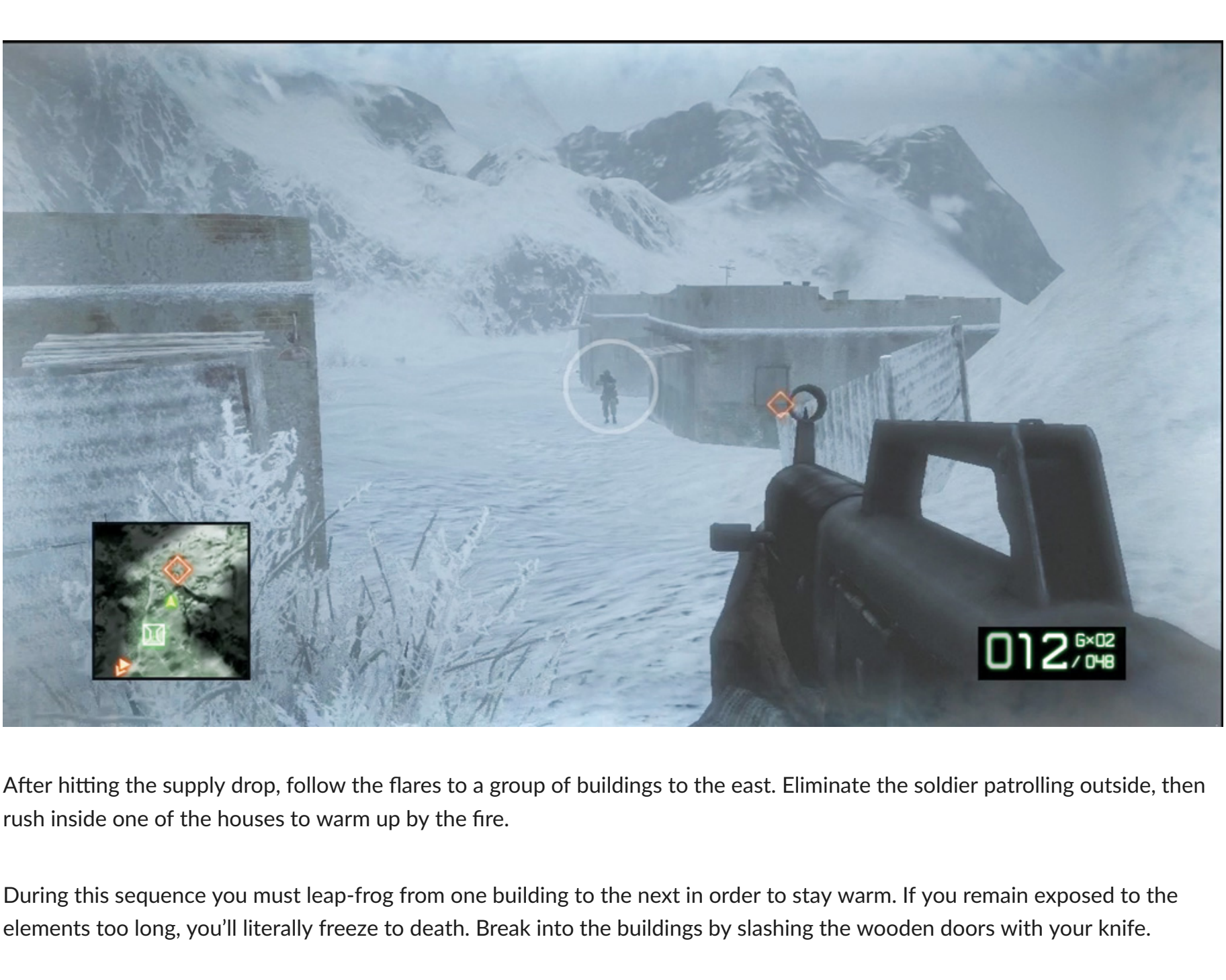
2. Descend the Mountain



As you regain control of Marlowe, look for the red flares. Flynn has dropped these flares to help guide you through the snowstorm—they'll help you keep on track.

Follow the flares to the nearby supply drop crate where you find a USAS-12 shotgun. Grab the shotgun and pick out a scoped assault rifle from the crate as your second weapon.

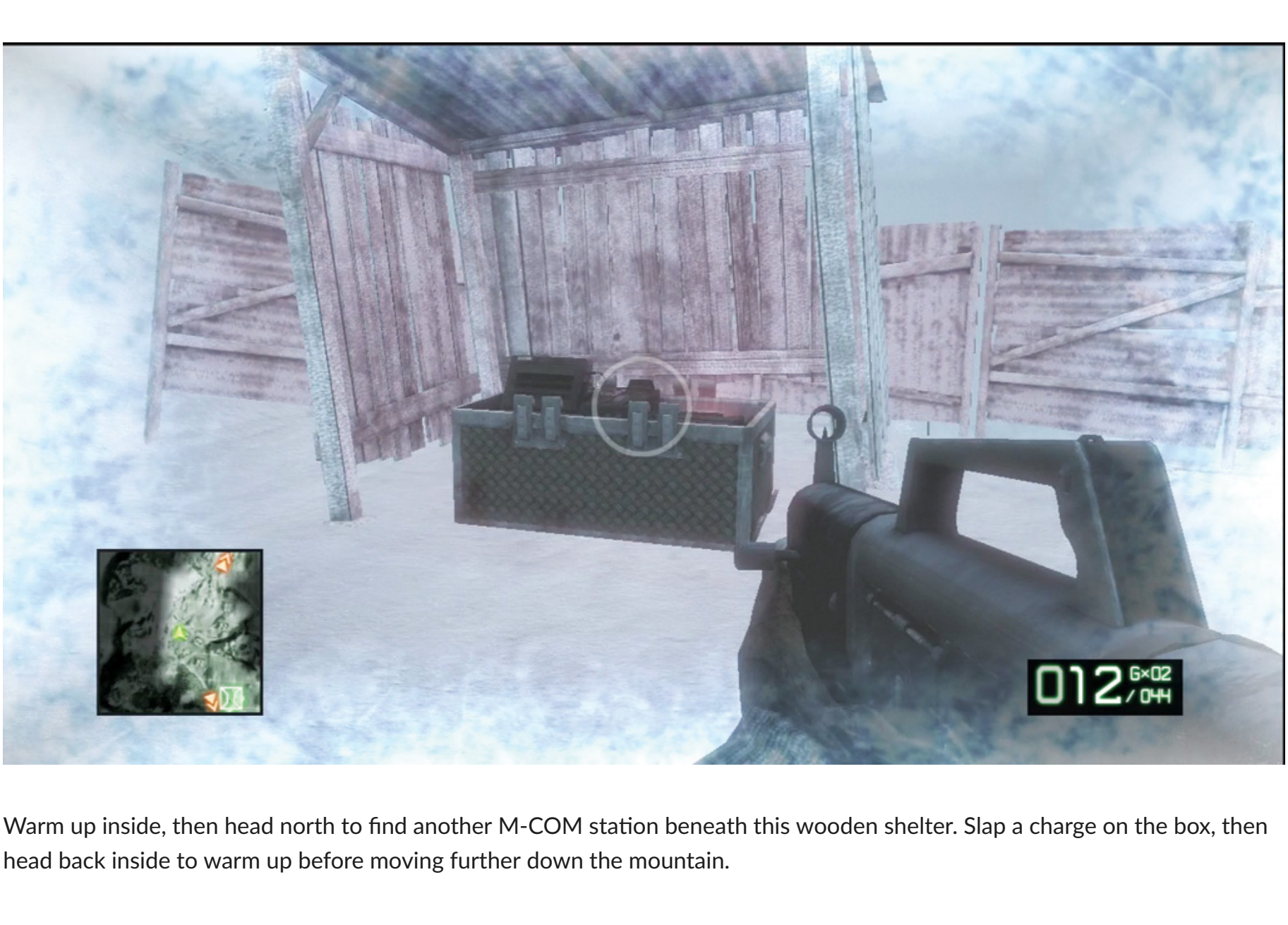
Meanwhile, Sarge checks in over the radio. He suggests finding shelter and warns that Russians are swarming the area ahead.



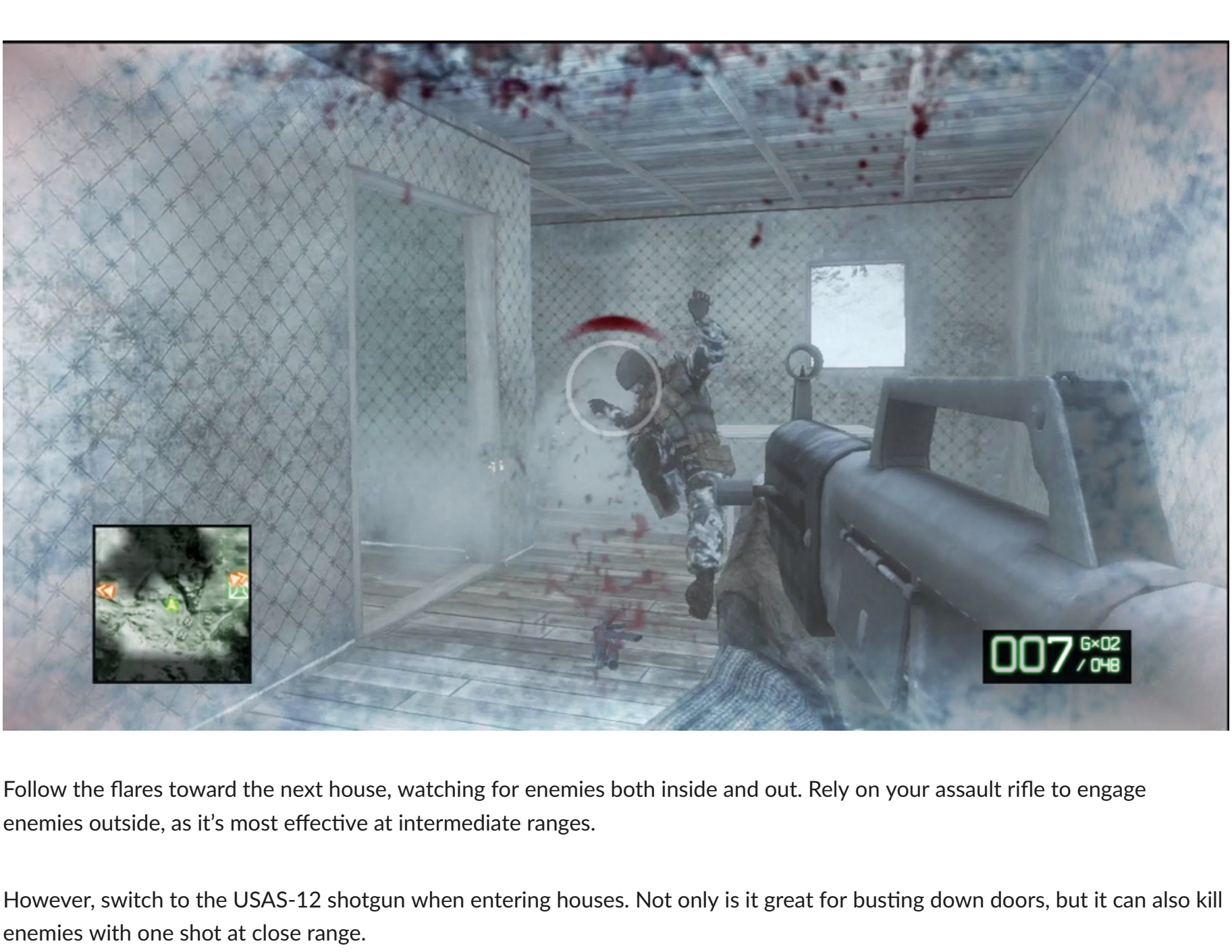
After hitting the supply drop, follow the flares to a group of buildings to the east. Eliminate the soldier patrolling outside, then rush inside one of the houses to warm up by the fire.

During this sequence you must leap-frog from one building to the next in order to stay warm. If you remain exposed to the elements too long, you'll literally freeze to death. Break into the buildings by slashing the wooden doors with your knife.

Alternatively, you can shoot your way in. It only takes a couple of shotgun hits to break open a door.



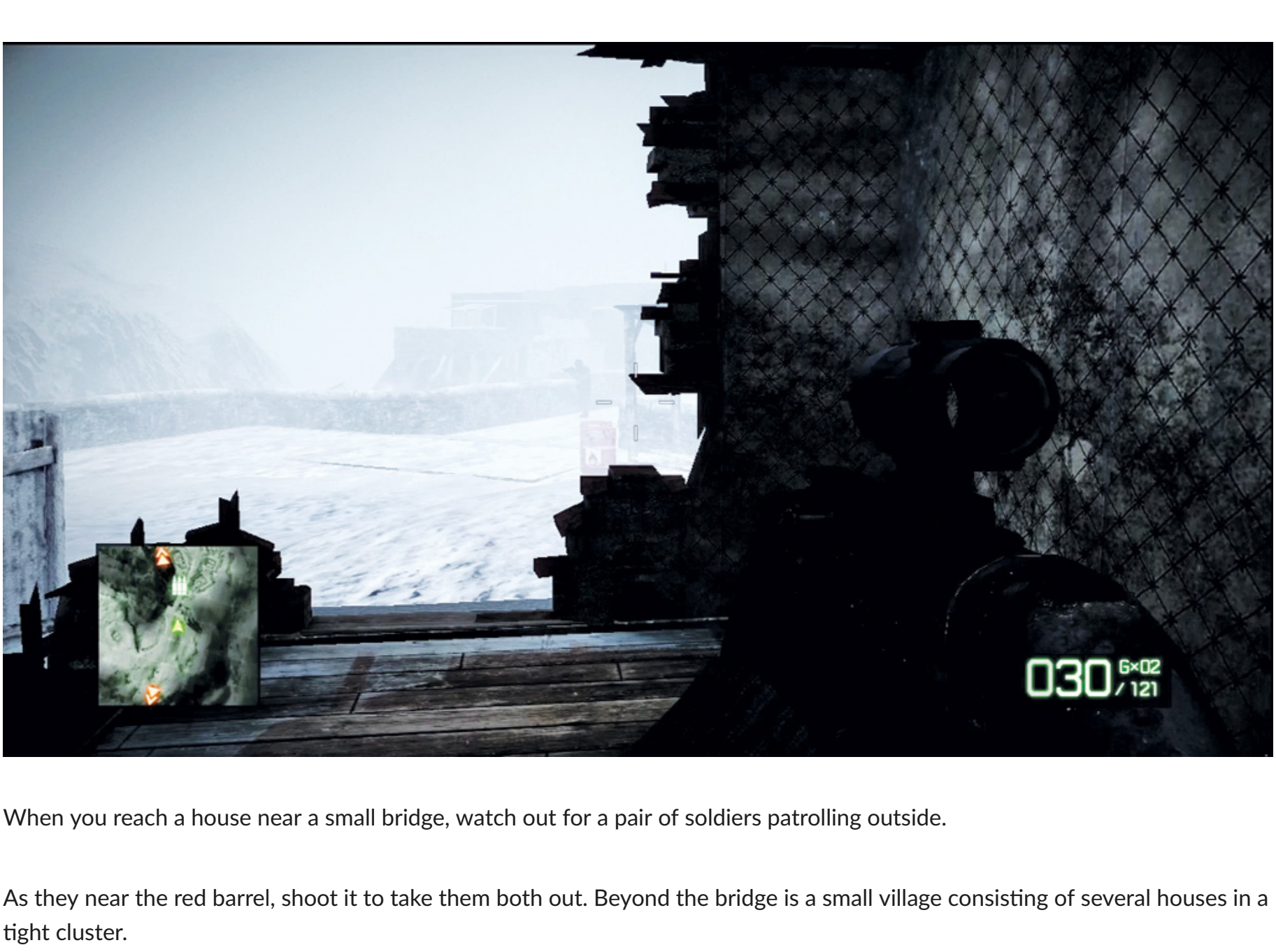
Warm up inside, then head north to find another M-COM station beneath this wooden shelter. Slap a charge on the box, then head back inside to warm up before moving further down the mountain.



Follow the flares toward the next house, watching for enemies both inside and out. Rely on your assault rifle to engage enemies outside, as it's most effective at intermediate ranges.

However, switch to the USAS-12 shotgun when entering houses. Not only is it great for busting down doors, but it can also kill enemies with one shot at close range.

Methodically work your way down the mountain, dashing from one house to the next to stay warm. At times you may need to sprint from house to house to avoid freezing.

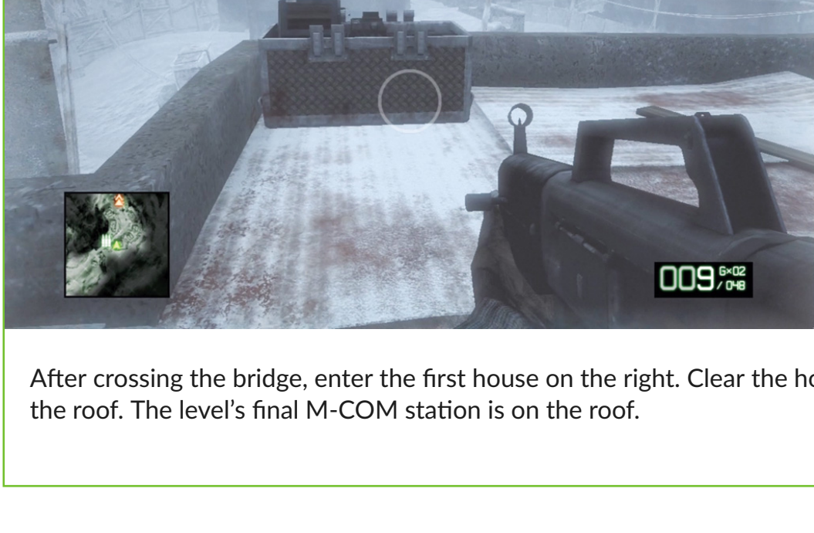


When you reach a house near a small bridge, watch out for a pair of soldiers patrolling outside.

As they near the red barrel, shoot it to take them both out. Beyond the bridge is a small village consisting of several houses in a tight cluster.

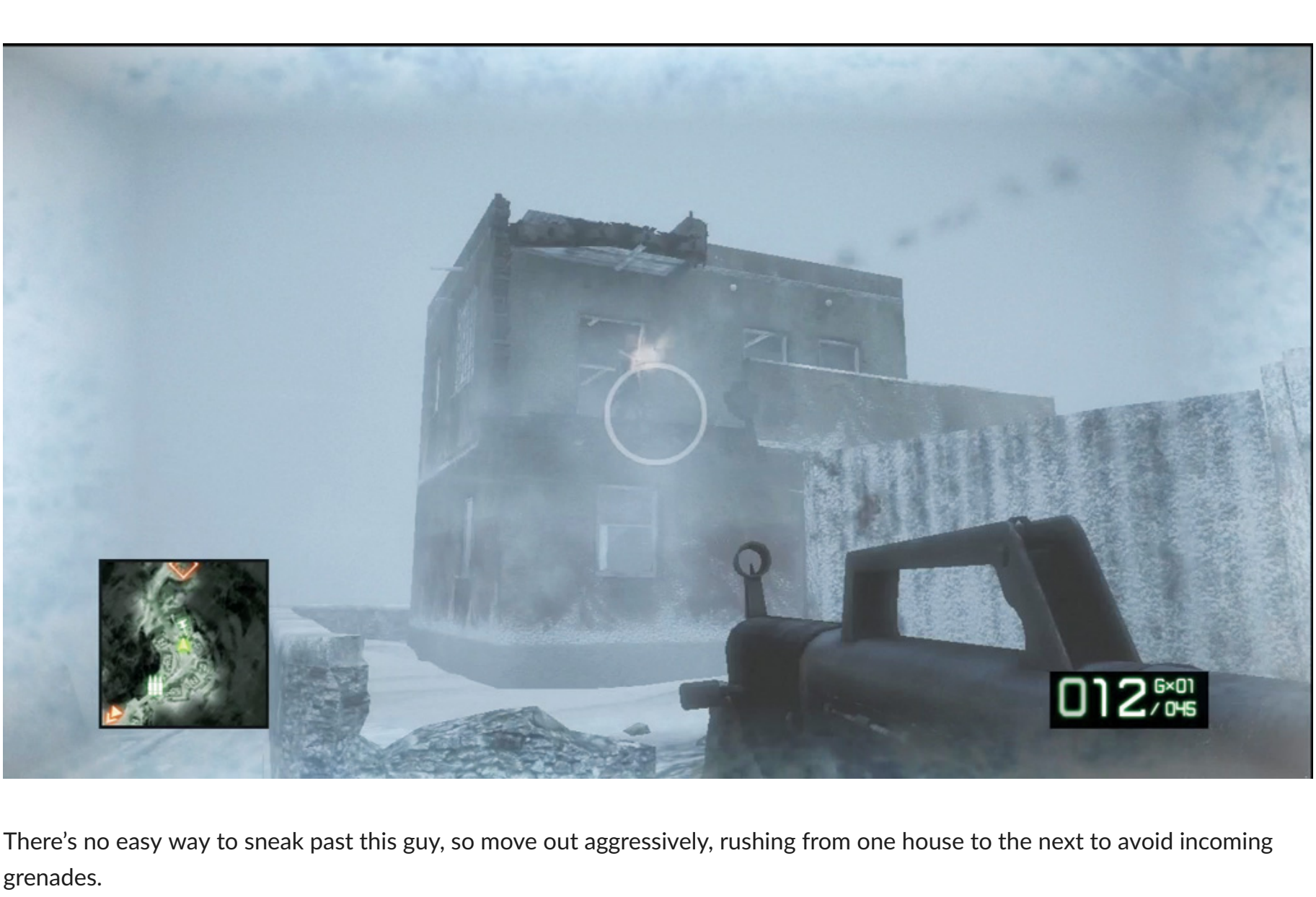
This makes it easier to move from house to house, but the area also has a higher concentration of enemy troops. Proceed with caution.

Tip



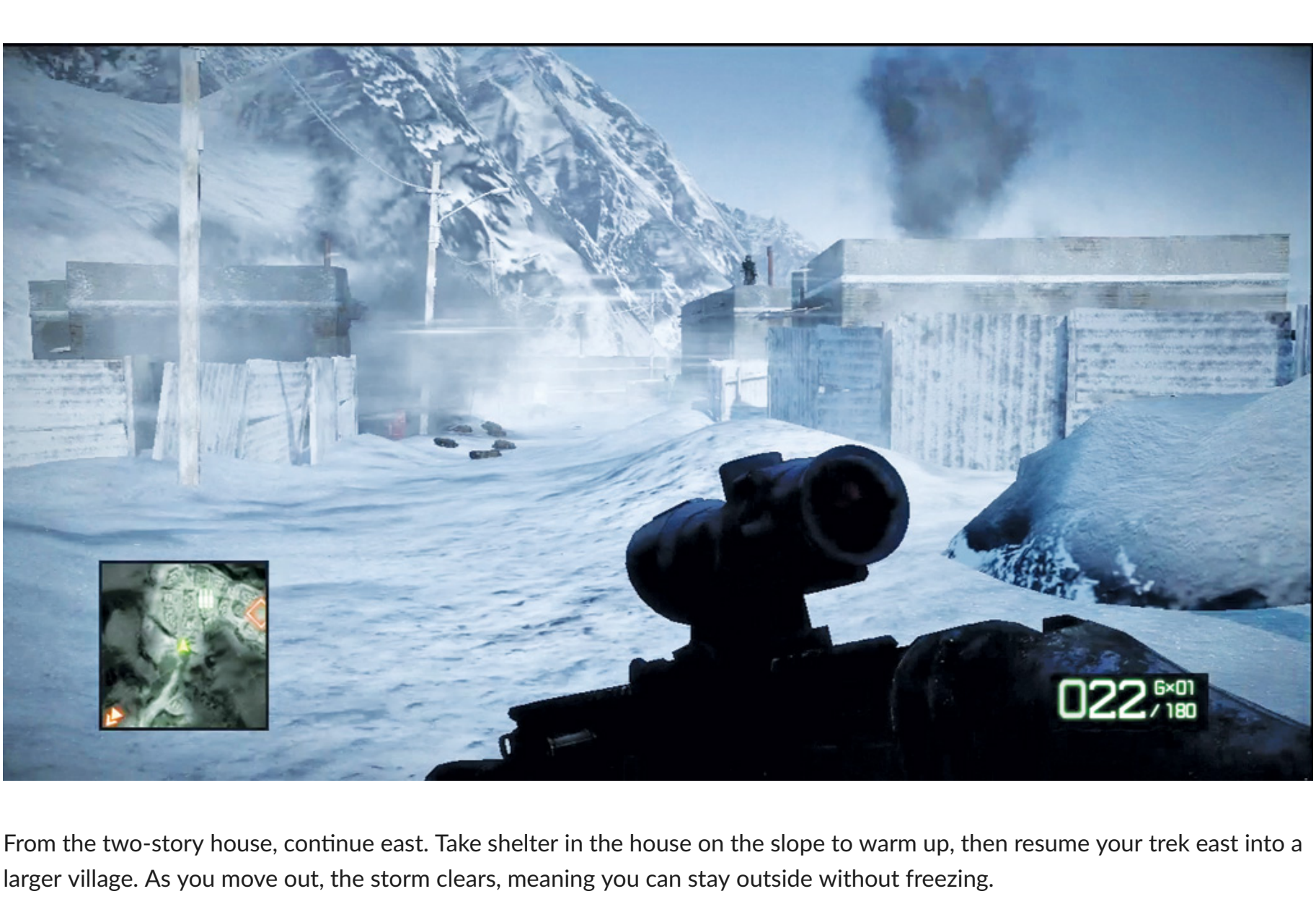
After crossing the bridge, enter the first house on the right. Clear the house of any threats, then locate a ladder leading to the roof. The level's final M-COM station is on the roof.

At the eastern edge of the village is a large two-story house with a soldier positioned behind a grenade launcher on the second floor balcony.



There's no easy way to sneak past this guy, so move out aggressively, rushing from one house to the next to avoid incoming grenades.

When you're within range, rush toward the house and mow down the gunner. If he hasn't noticed you, sneak inside the house, rush up the stairs, and surprise him from behind.



From the two-story house, continue east. Take shelter in the house on the slope to warm up, then resume your trek east into a larger village. As you move out, the storm clears, meaning you can stay outside without freezing.

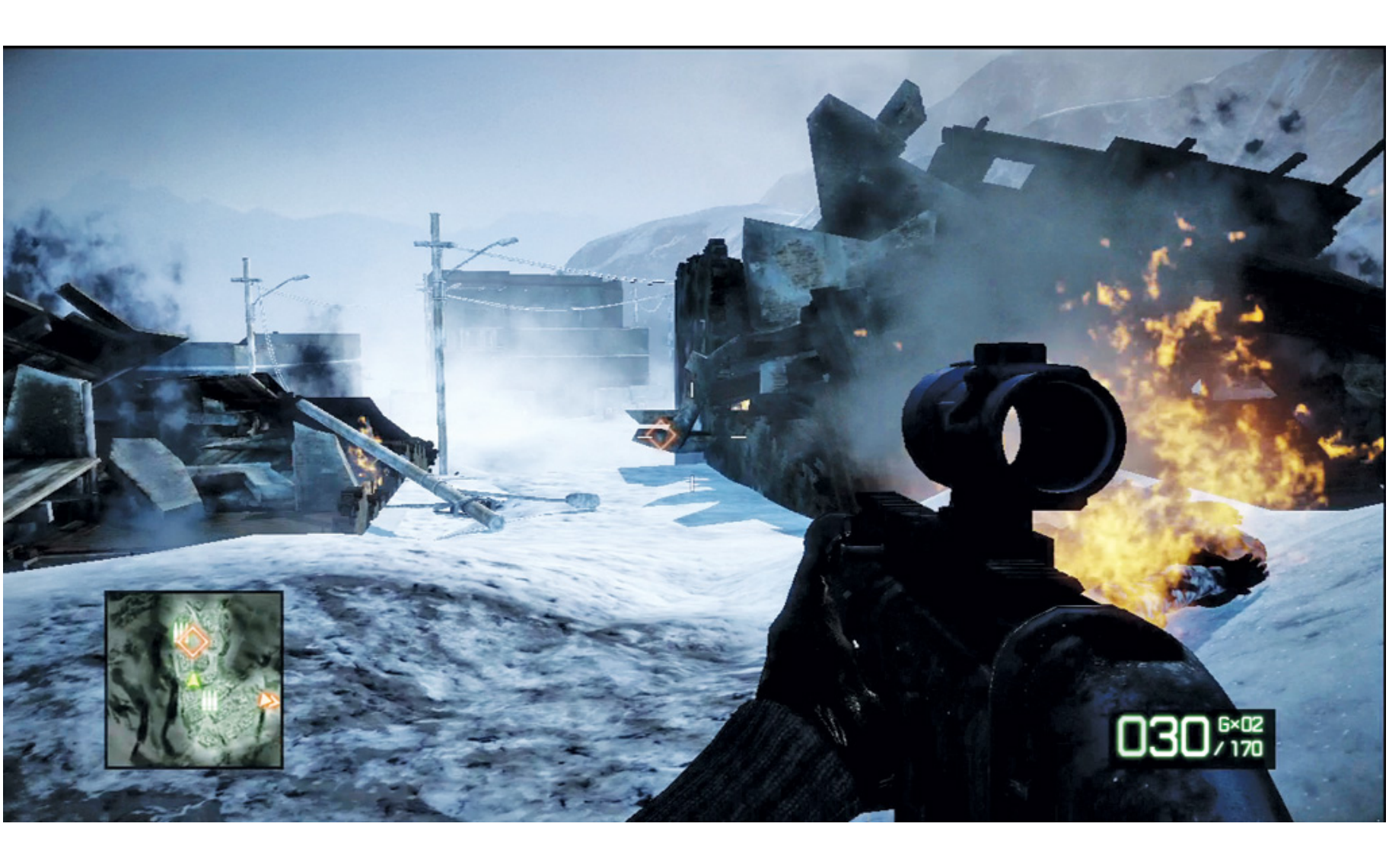
However, there are plenty of enemies ahead, so get ready for a fight. On the way to the village, use your assault rifle to pick off a few of the enemy troops on the rooftops.

Some of these guys are armed with rocket launchers, so watch out for incoming rockets.

Caution

Buildings that take excessive damage (such as from rockets) will begin to creak. This is a sign that the structure is about to collapse.

If you're in a building that begins making these sounds, get out quickly to avoid being buried under a pile of rubble.



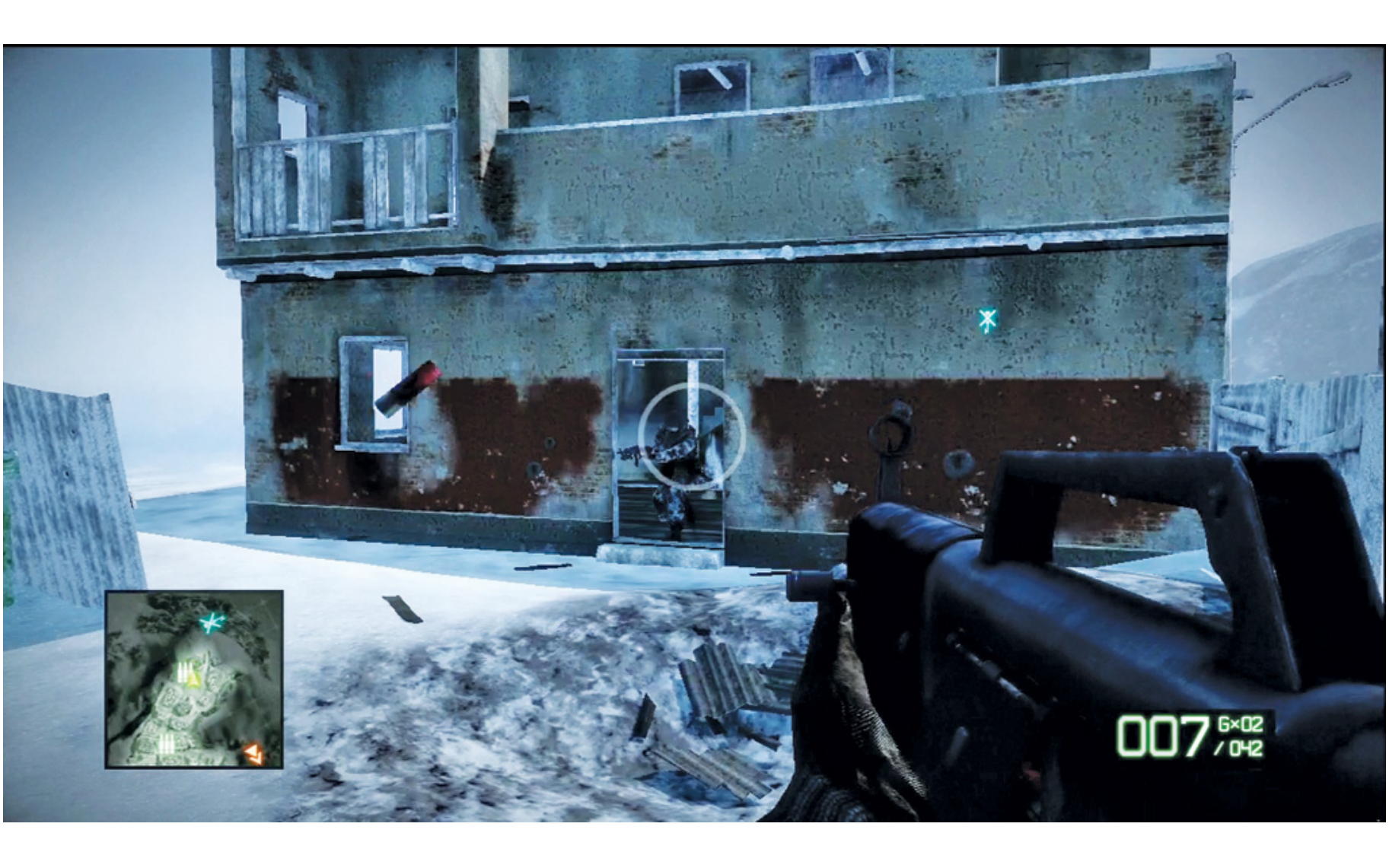
Slowly fight your way through the village, methodically clearing each house and rooftop along the way.

The improved visibility allows you to spot and engage targets at long range, so keep as much distance between you and the enemies as you can.

The troops with rocket launchers aren't very accurate at long range, giving you a significant advantage.

Proceed deeper into the village until you see a large two-story building to the far east. You need to get to the rooftop of this structure so Flynn can pick you up.

3. Regroup with Unit

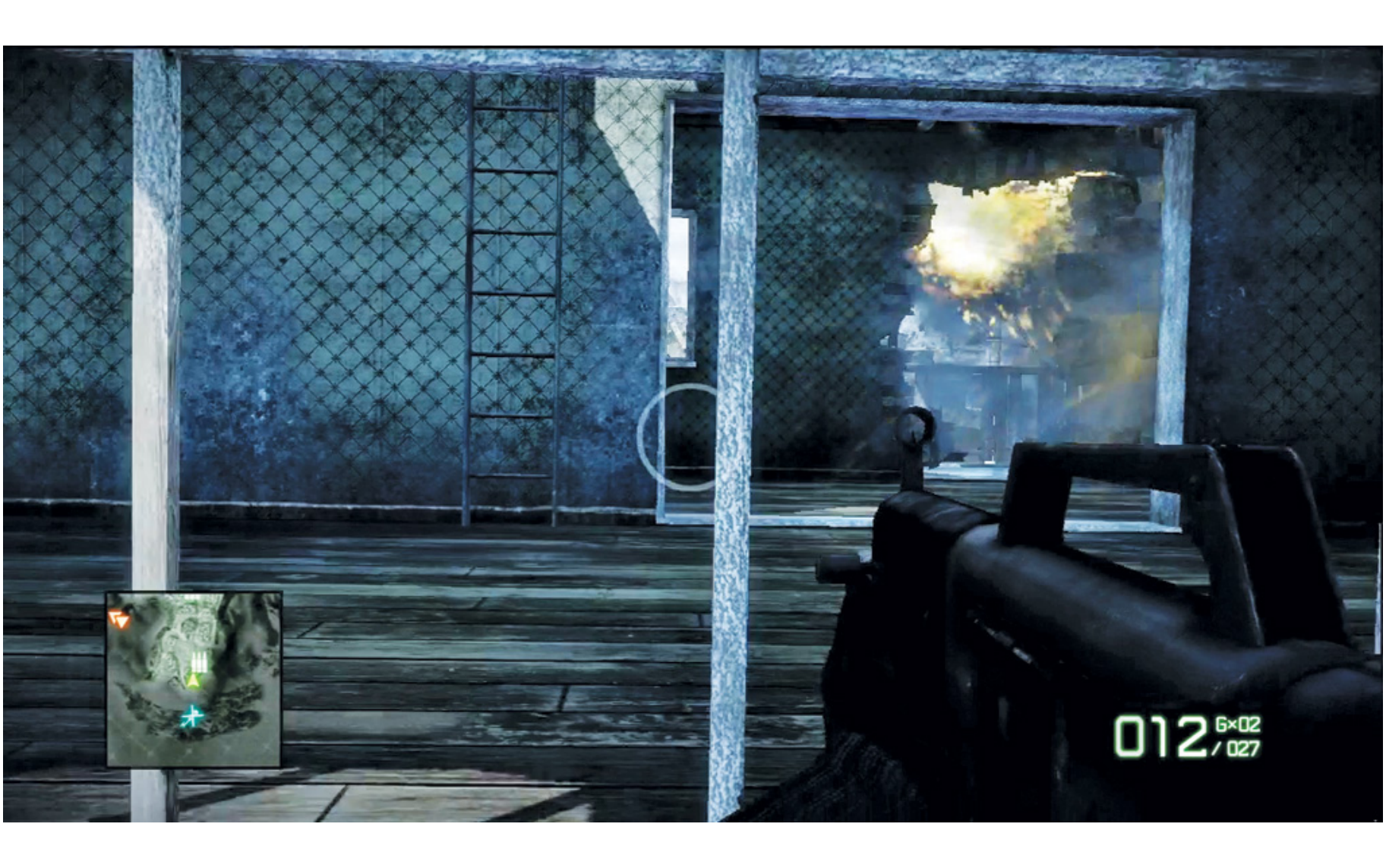


Approach the tall building while scanning the smaller structures around the courtyard's perimeter.

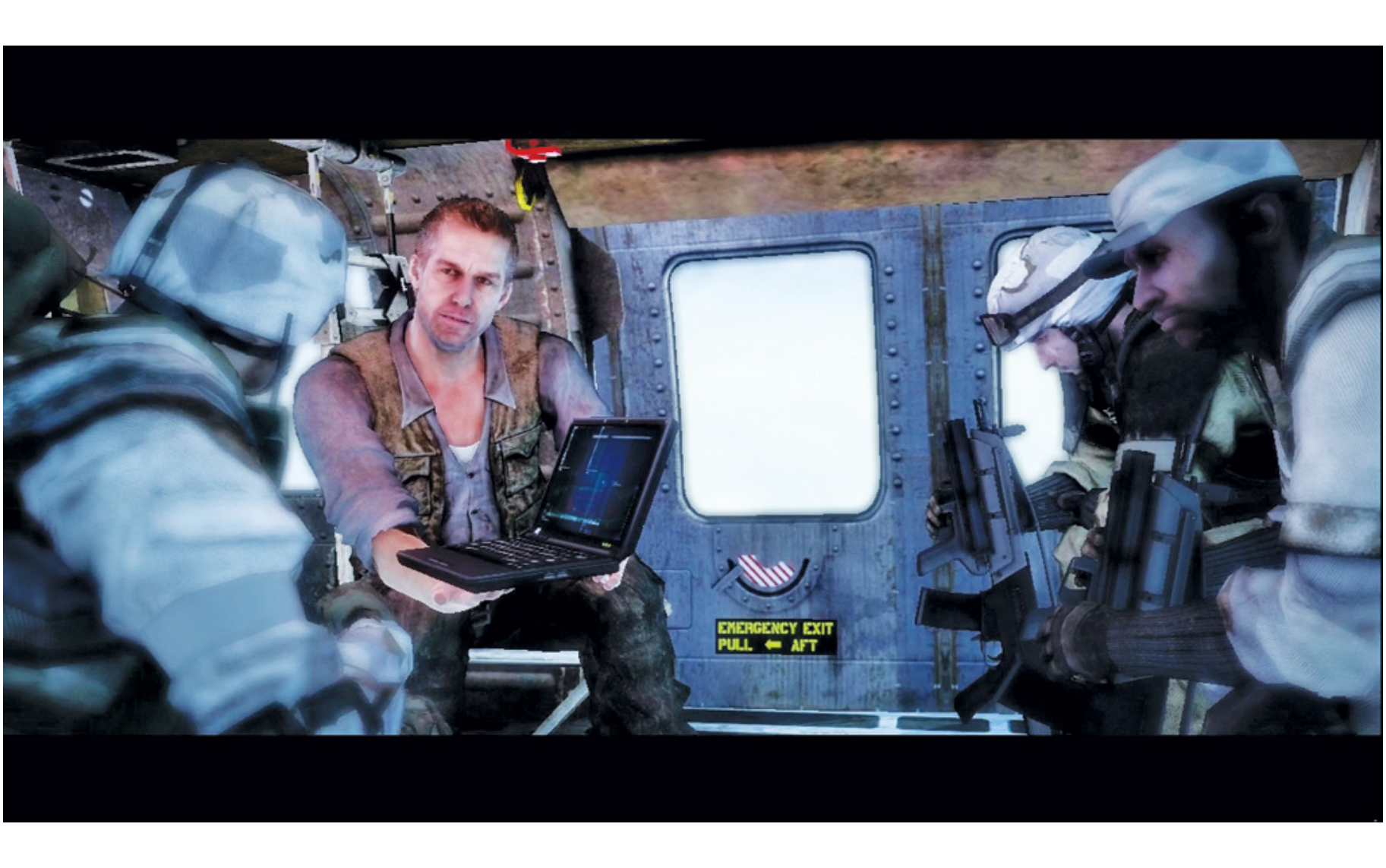
Watch for more guys with rocket launchers trying to ruin your day and deal with them accordingly.

Expect more resistance inside the two-story building. Instead of rushing inside, blast open the door with your shotgun and shoot anyone you can see from the doorway.

For good measure, toss a frag grenade inside to eliminate anyone you can't see from the exterior.

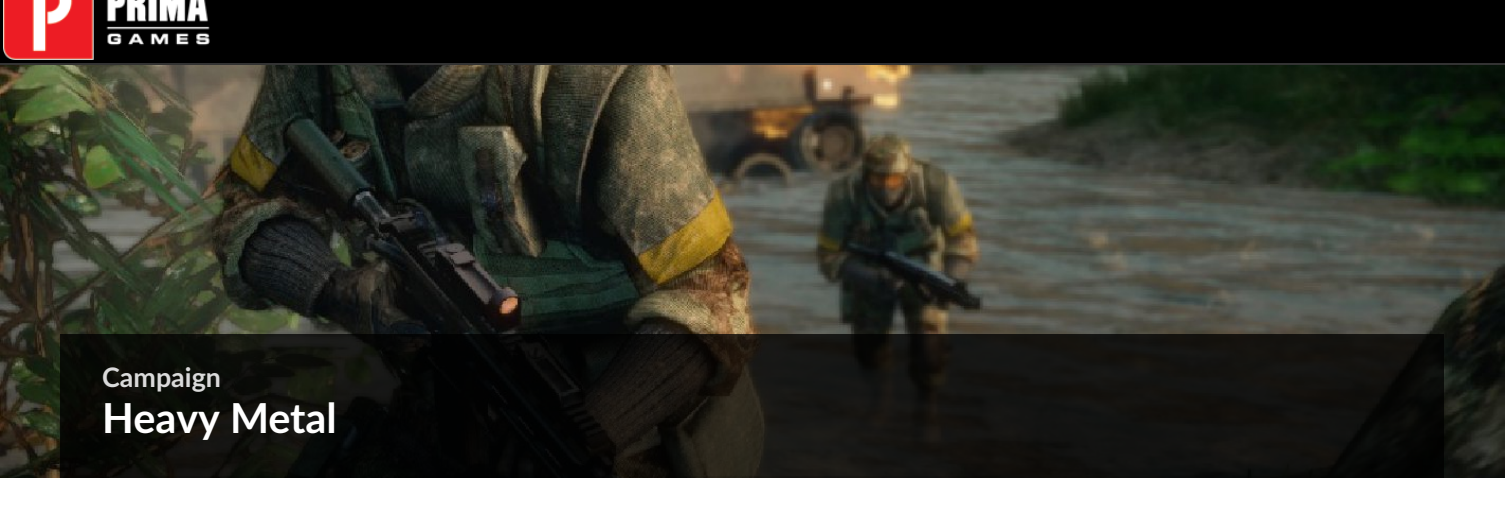


As you enter the building, more enemies appear outside and begin bombarding the outer walls with rockets. Don't worry about taking these guys out. Climb the stairs and find the ladder on the second floor. This leads to the rooftop. As soon as you reach the rooftop, the mission is over.



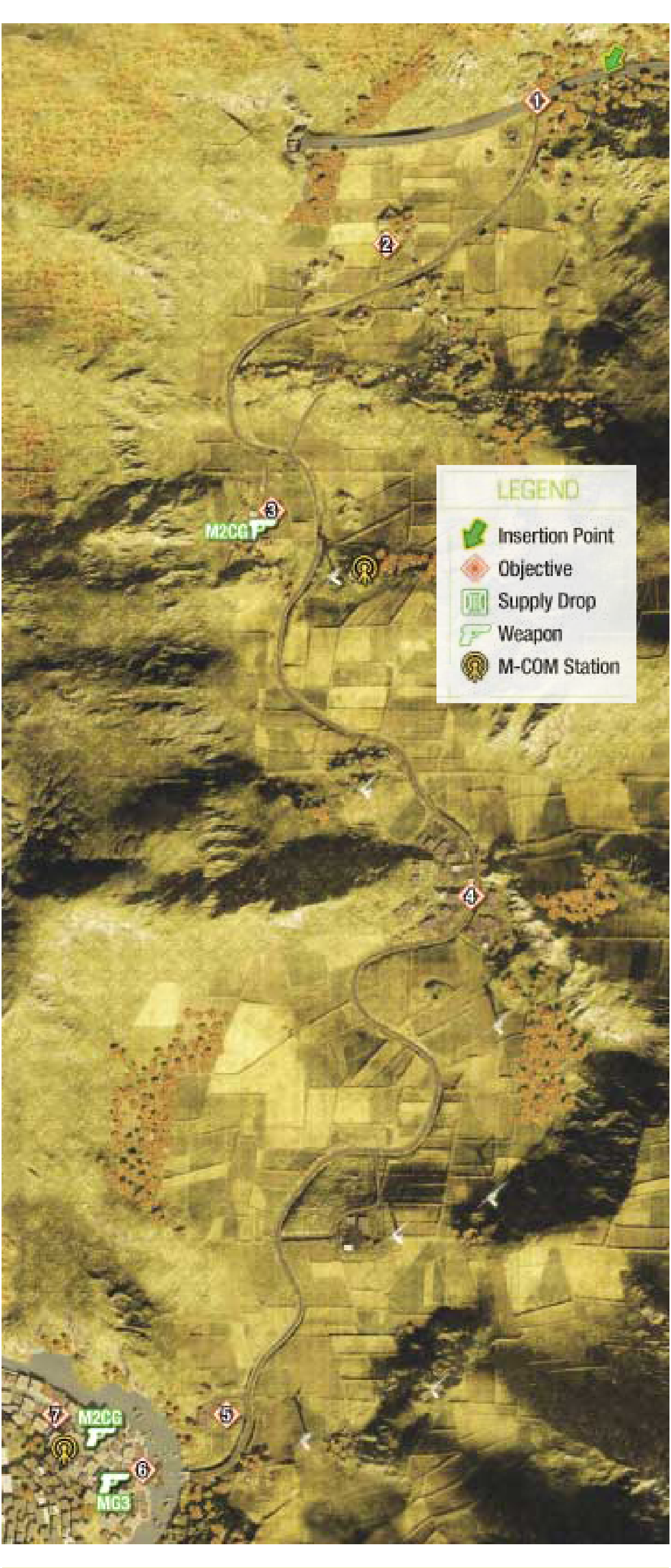
Onboard the chopper, Aguire analyzes the data from the satellite. Apparently the Russians are working on a scalar weapon, something that creates very powerful electromagnetic pulses.

If they're successful, the Russians will be able to knock out any country's power grid prior to an invasion. The man behind the project is Arkady Kirilenko, the same mysterious Russian encountered during the Cold War mission. Finding this guy won't be easy, but Aguire has a plan.



Campaign

Heavy Metal



Mission Collectibles

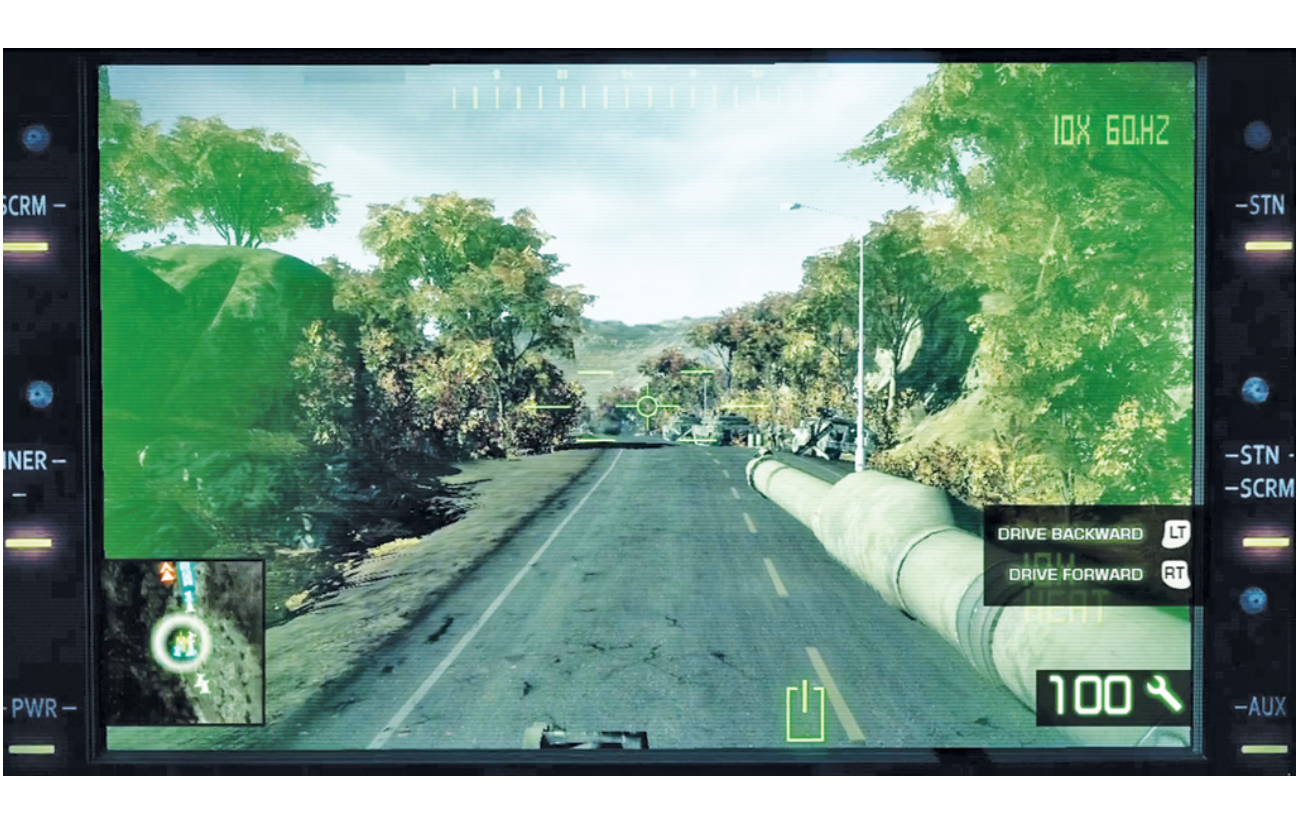
M-COM Stations: 2

Collectible Weapons:

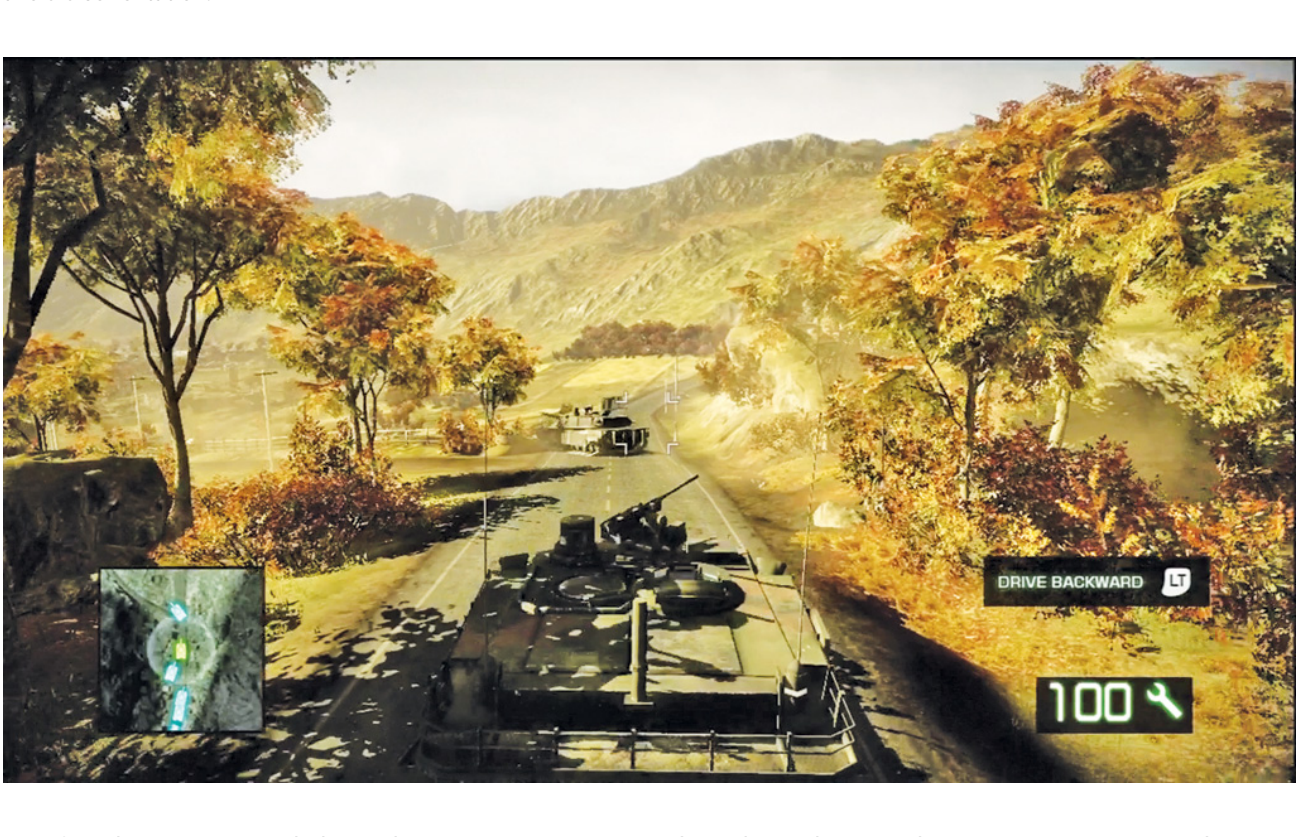
- M2CG rocket launcher
- MG3 light machine gun

Capturing Kirilenko appears to be a high priority for the U.S. military. By the time the squad reaches the staging area near Chile, Aguire has a column of tanks ready to roll out. According to Aguire, Kirilenko is located in a town to the south, near a wind farm. Your orders are to take him alive. Unlike previous missions, this time you have the help of the U.S. Armored Cavalry division. Obviously, high command is taking this Kirilenko threat seriously.

1. Rendezvous with 1st Armored Cav

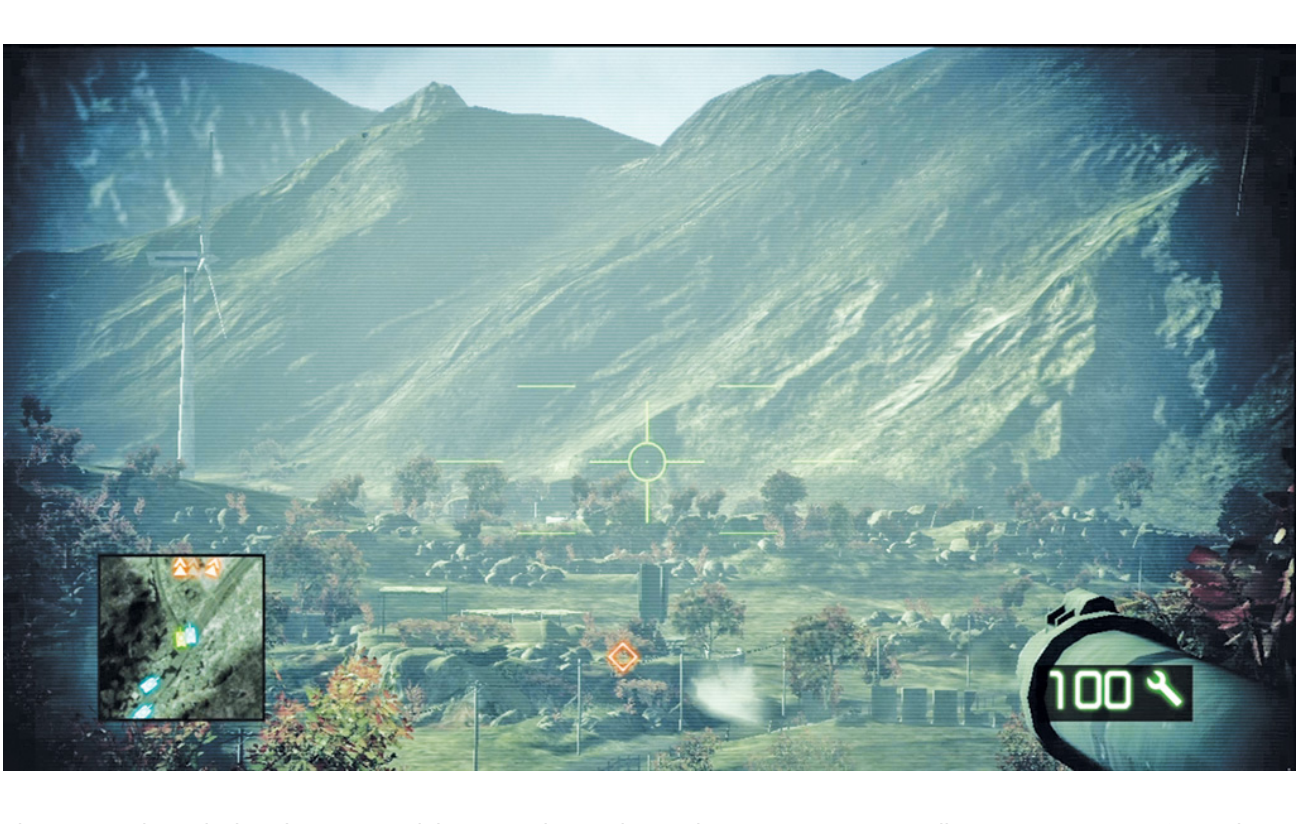


Instead of moving out on foot, this time your squad has an M1A2 tank to themselves. As the driver, you're responsible for moving the tank from one objective to the next. You're also in control of the tank's massive 120mm cannon. There are no hostiles in the area, so hold your fire for now. Just get used to driving the tank. Use the controls shown on screen to move the tank forward and backward. You can also rotate the turret, but it's easiest to keep the turret facing forward when moving, to avoid disorientation.



Your first objective is to reach the rendezvous point a few meters down the road. To get a better view of your surroundings, consider switching to the external view. While in the external camera view, you only have a simple aiming reticle on the screen, making it difficult to fire the main gun with accuracy. Avoid using this view during combat, but it's fine for moving from one point to another. Continue down the road to the objective marker, where another tank is waiting.

2. Eliminate Both ECM Radar Arrays



The Russians have deployed a pair of mobile ECM radars to the southwest, preventing friendly aircraft from operating in this valley. So clear a path for the Warthog pilots by knocking out those radar arrays. Instead of driving toward each radar and taking it out at close range, hold your position near the rendezvous point and attack from extreme long range with the main gun.

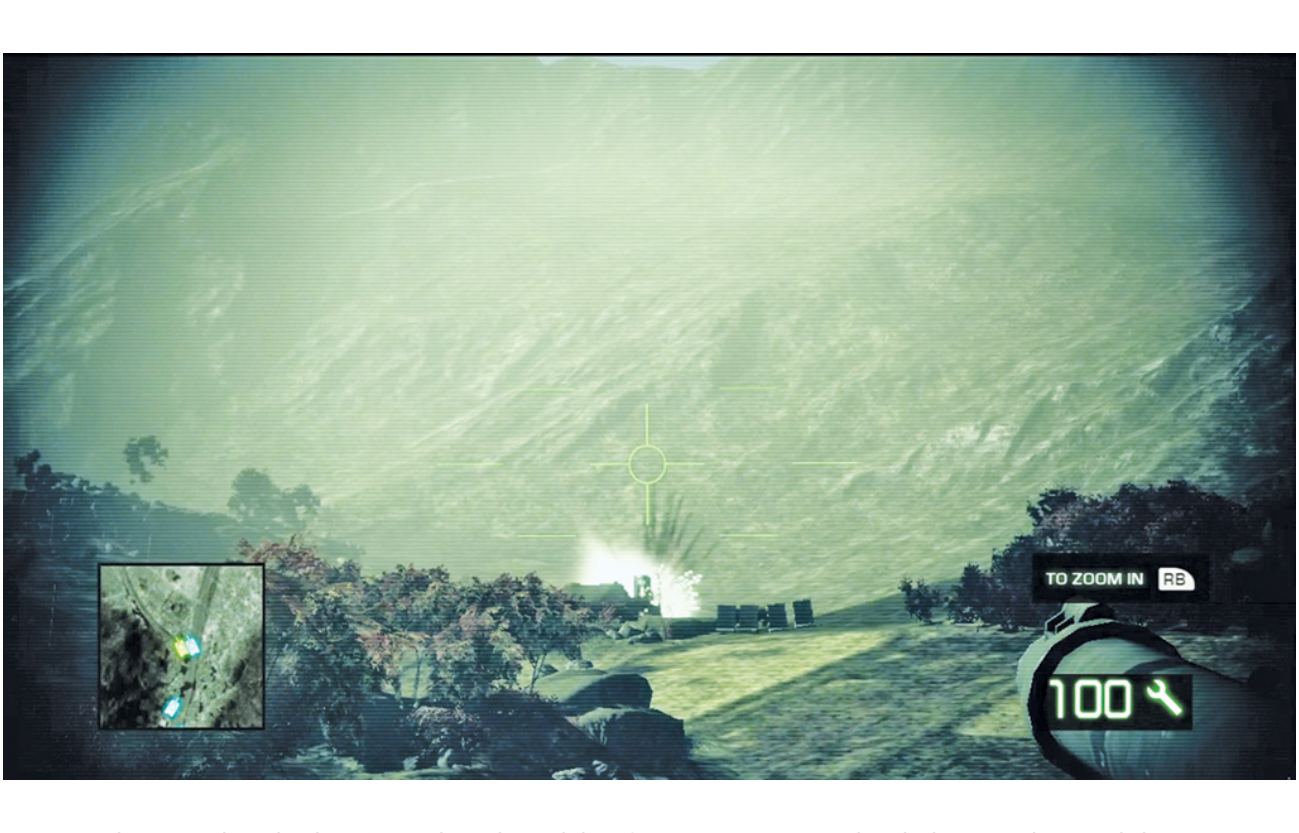
Switch to the vehicle's internal view, then aim the turret toward one of the nearest red diamond icons. These mark the locations of the radars. Now, use the weapon's zoom function to get a closer view of the radar. It looks like a tall rectangular box. Each radar is several hundred meters away, so you need to elevate the barrel to compensate for distance before you can score a direct hit.

Fire a round to gauge the distance. If it flies over the target, lower the barrel. If it impacts before reaching the radar, raise the barrel. Keep fine tuning your aim until the radar is down.

Note

The cannon's recoil can make the tank move, particularly if parked on a slope. For best results, move to a flat piece of terrain before firing. This will give you a more stable firing position.

The second radar is located further to the west. The greater distance means you need to elevate the barrel even more. First, zoom out to find the red diamond icon, then zoom in to get a closer view of the radar. Scoring a direct hit at this range is difficult, but not impossible.



Fire a couple of rounds in the direction of the radar and then fine tune your aim until each shot gets closer and closer. Even if you don't score a direct hit, landing a few rounds near the radar is enough to take it out. Once both radars are down, zoom out and orient the turret so it's facing forward.

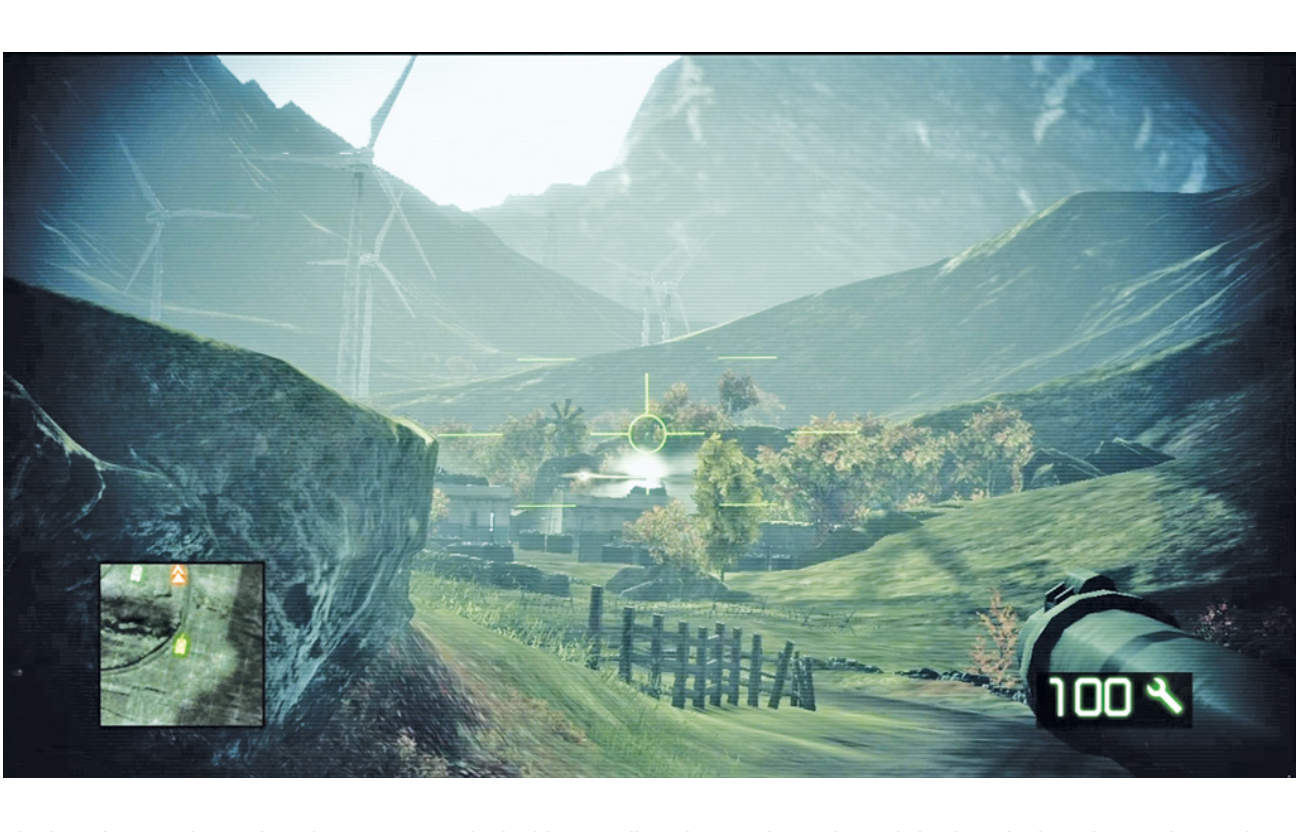
3. Kill Enemy TOW Launchers

Follow the tank in front of you down the dirt road. There are no significant threats on this road, so switch to the external view. Don't worry when the tank's machine gun starts firing on it's own. Haggard is simply firing at a few enemy infantry scattered near the destroyed radar arrays. These enemies are only armed with light weapons and pose no threat to your tank.

Still, slow down (or stop) so Haggard can accurately target the Russian troops. Although the tank is armored, it's never wise to engage infantry at close range, as they may be armed with rockets or explosives.

As the road turns to the left, a group of TOW anti-tank launchers open fire from a small cluster of buildings to the south. Unlike the infantry, these incoming missiles pose a huge threat. Stop near the turn in the road, partially hiding behind the hill on the left side.

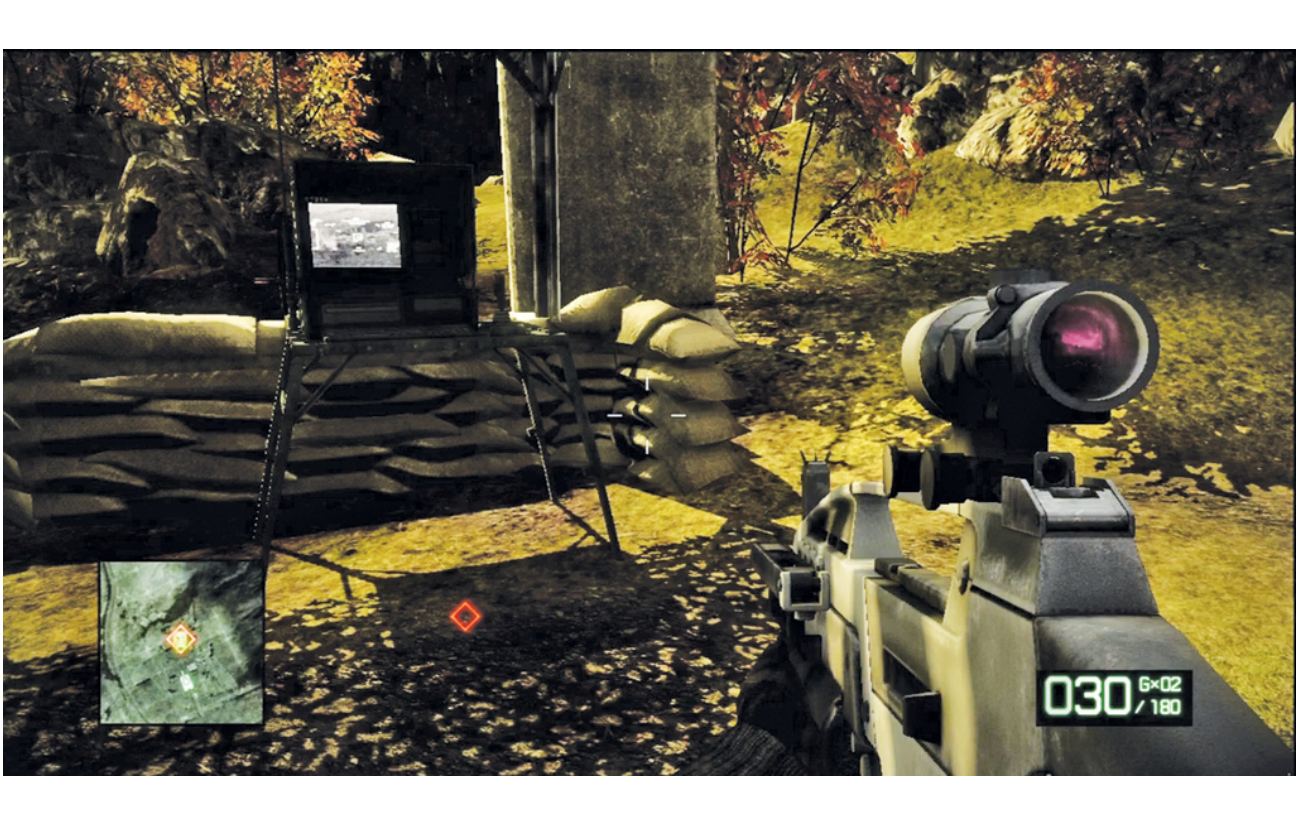
If you see a missile heading your direction, quickly reverse to hide behind the hill. The tank can auto-detect incoming missiles, so if you hear a beeping sound, you know it's time to move.



The launchers are located on the rooftops of the buildings. Follow the missile smoke trails back to the launchers to locate their exact positions.

Zoom in and open fire on these buildings. Instead of trying to hit the launcher or its operator, simply target the side of each building. The resulting impact is usually enough to kill the launcher's operator. Once all the launchers are destroyed, drive toward the objective marker, located among the small group of buildings, to find a UAV station.

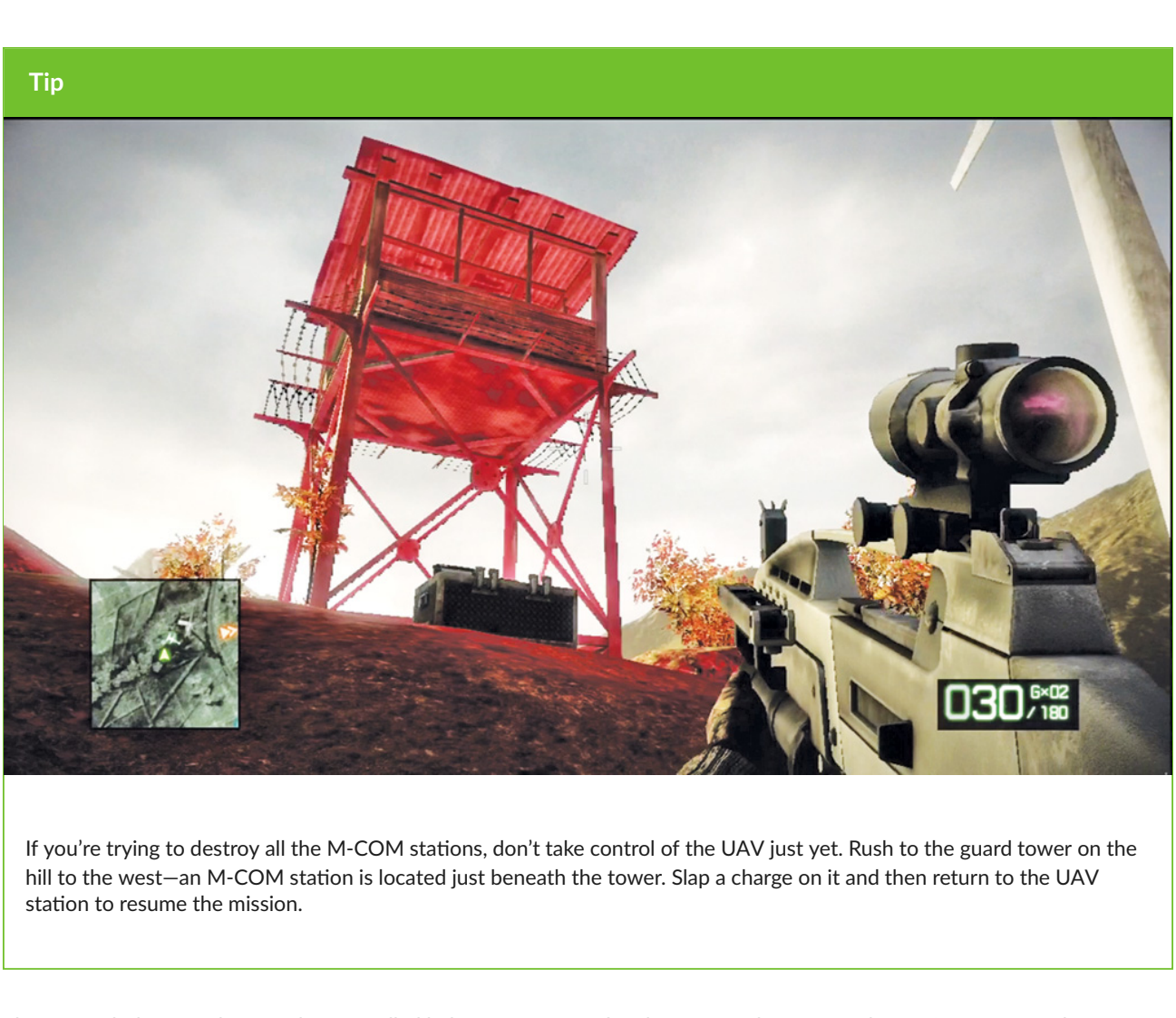
4. Eliminate all BMD3 AA Vehicles and TOW Launchers



Marlowe automatically exits the tank as you drive toward the objective marker by the buildings. The area is safe, so don't worry about gunning down any hostiles. Instead, search for the UAV station, marked by the red diamond icon.

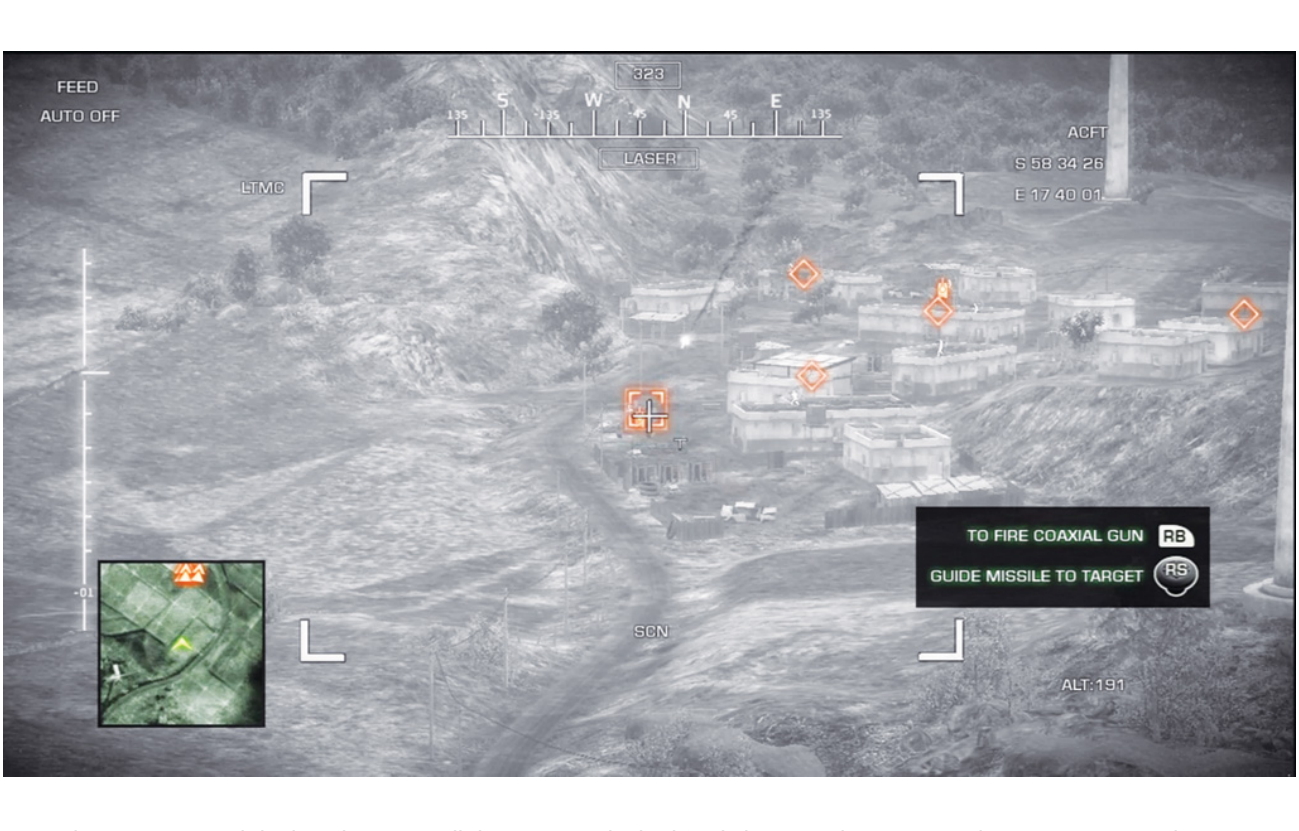
Step up to the console and interact with it to take control of a UAV. More TOW launchers and a few BMD3s are located in the next village. Instead of taking them on with your tanks, use the UAV to eliminate these threats.

Tip



If you're trying to destroy all the M-COM stations, don't take control of the UAV just yet. Rush to the guard tower on the hill to the west—an M-COM station is located just beneath the tower. Slap a charge on it and then return to the UAV station to resume the mission.

The UAV is little more than a radio-controlled helicopter equipped with a powerful camera and targeting system. Take a moment to get used to the controls, then turn toward the nearby village.

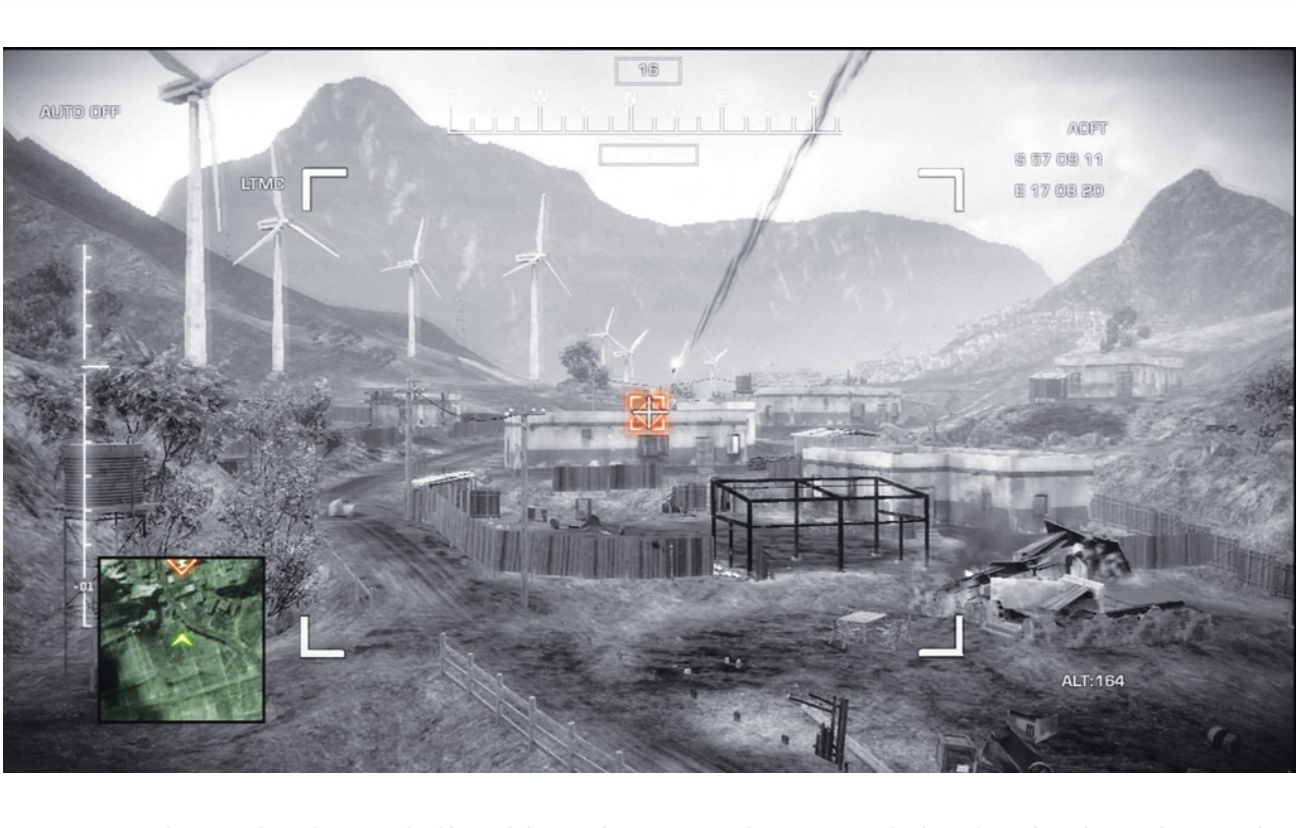


Instead of flying toward the hostile units, pull the UAV to a high-altitude hover and zoom in on the targets. Locate the BMD3 vehicles first. When you have one targeted, pull the trigger to initiate a Hellfire airstrike.

Keep the target centered while the Hellfire missile is inbound. Moving may cause the missile to fly off-target and miss. There are three BMD3 vehicles in the village, so hunt them down one by one. All it takes is one missile hit to take out each one.

Note

Hellfire missiles cannot be fired rapidly, so make each one count. Immediately after firing a missile, a red box appears in the center of the HUD, indicating that a new missile can't be fired. Wait until the red box disappears before initiating a new attack.



Next, focus on the TOW launchers, marked by red diamond icons. Instead of targeting the launchers directly, simply target the buildings where they reside. The Hellfire missiles are powerful enough to wipe out each structure.

Once all BMD3s and TOW launchers are destroyed, the objective is complete. Marlowe automatically returns to the tank. Time to move out.

Caution

Avoid flying too close to the village, otherwise the UAV will come under attack by infantry armed with rocket launchers and machine guns. If this happens, don't bother targeting these guys with Hellfire missiles.

Instead, use the UAV's onboard machine gun to mow them down. It isn't a very accurate weapon, but its high rate of fire can get the job done. If you find yourself under heavy fire, reduce your altitude and retreat to a safe distance.

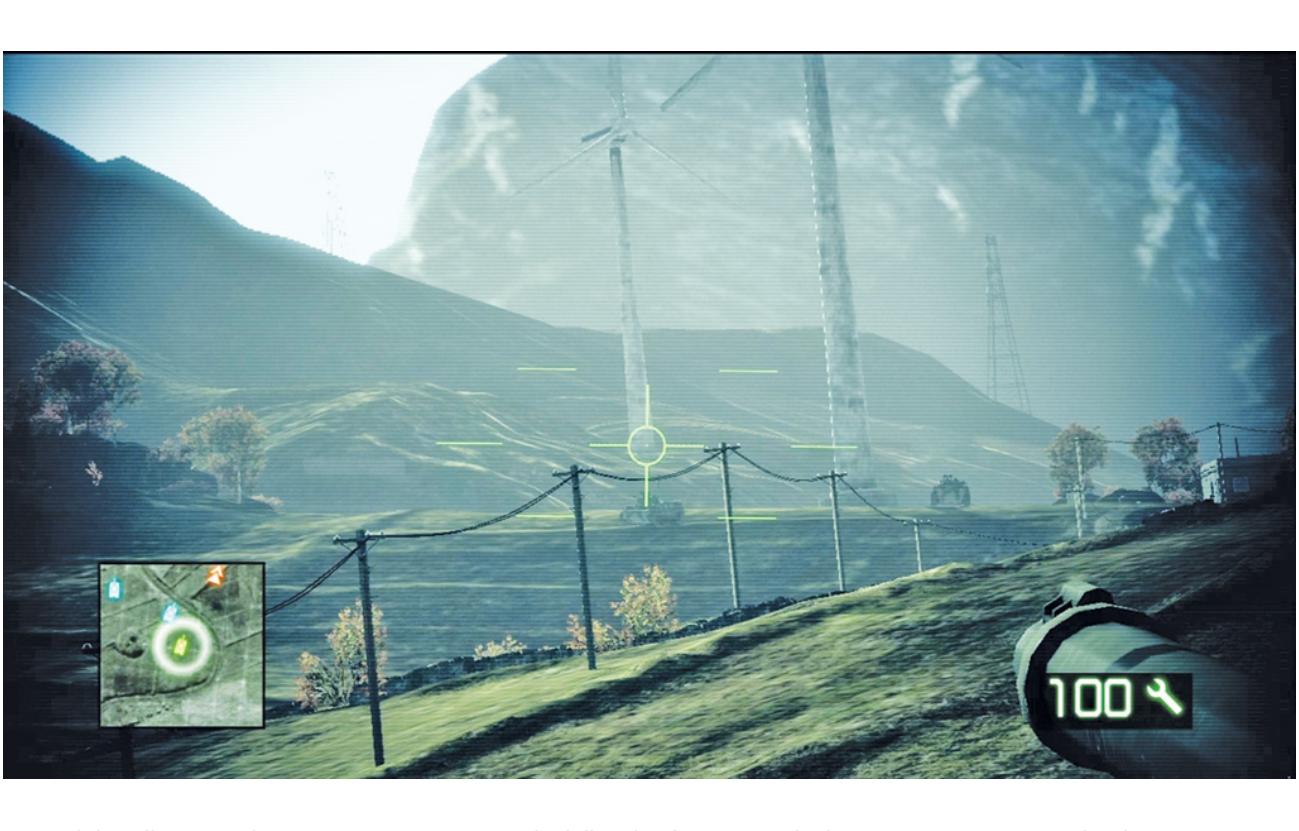
Proceed with U.S. Forces

Continue along the dirt road. As you near the village cleared by the UAV, watch out for a BMD3 rumbling down the road ahead. Stop just outside the village and wait for the enemy vehicle to roll into view.

Quickly engage the target, hitting it with a couple of rounds to destroy it. The BMD3 may return fire, but its cannon does little damage. Still, keep your front armor facing the target at all times—the tank's armor is thickest on the front.

Cautiously advance through the village and watch for two more BMD3s positioned near the outskirts on the left side of the road. Once again, locate and engage both enemy vehicles quickly before they can inflict heavy damage.

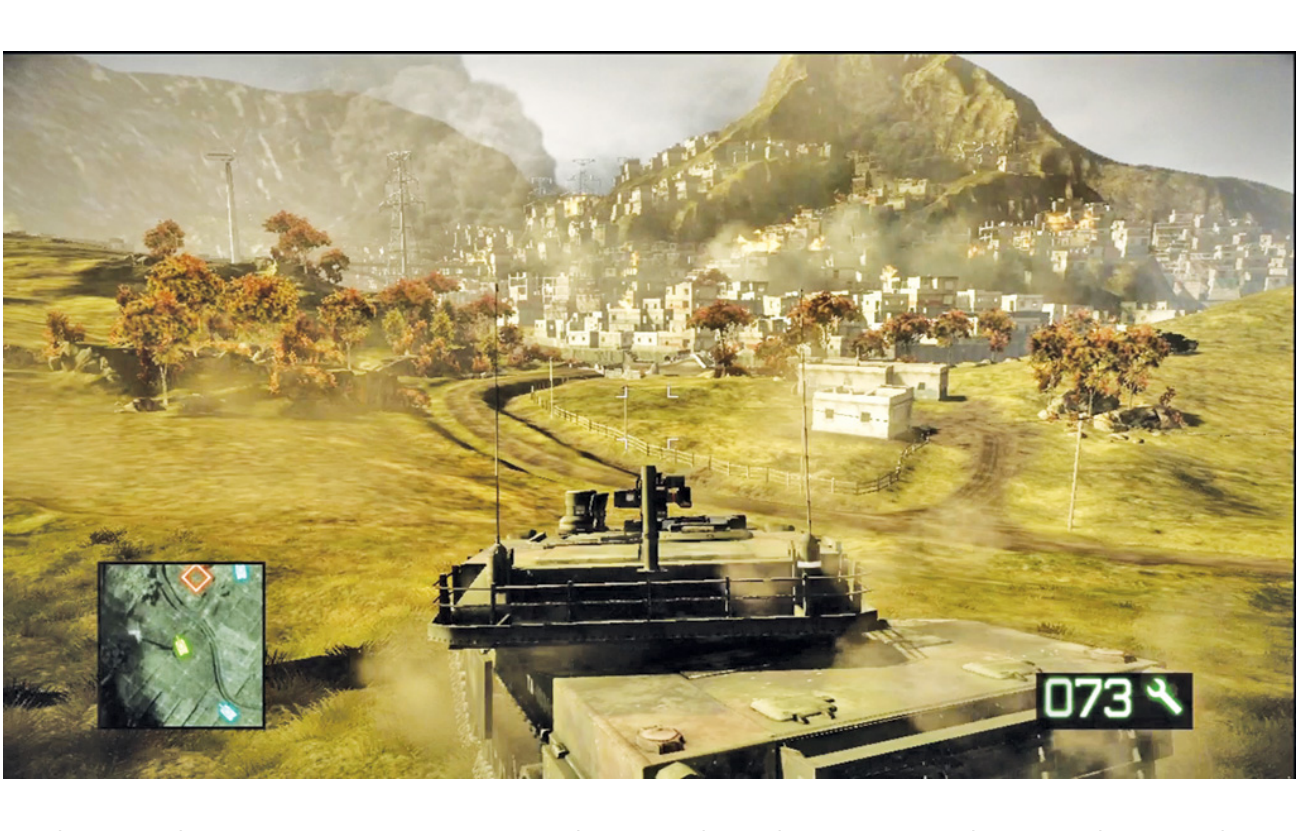
Try to keep your distance, using the nearby structures for partial cover.



Beyond the village, watch for two more BMD3s on the hill in the distance, at the base of two massive wind turbines. You may need to zoom in to spot them. Stop the tank and elevate the barrel to engage these long-range targets.

Focus on the advancing BMD3 first. Hitting a moving target at long range isn't easy, so fire a round and adjust your aim. You'll need to lead the target a bit to compensate for its movement, so aim a few meters ahead of the vehicle.

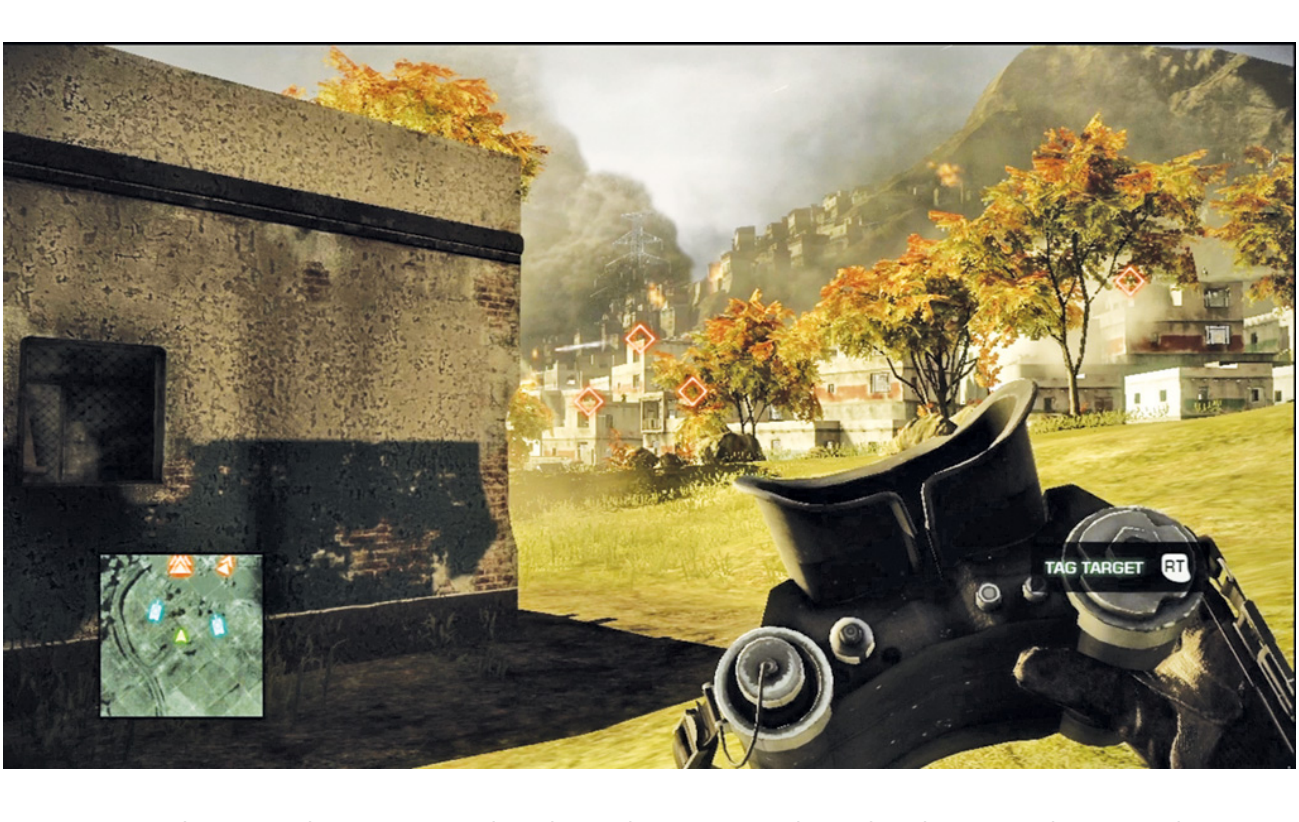
Once it's down, attack the stationary BMD3 on the hill. Prepare to take some return fire from this stationary vehicle, so keep your front armor facing the target at all times. Instead of focusing on the incoming rounds, focus on where your shells are landing and adjust your aim until you can score a couple of hits.



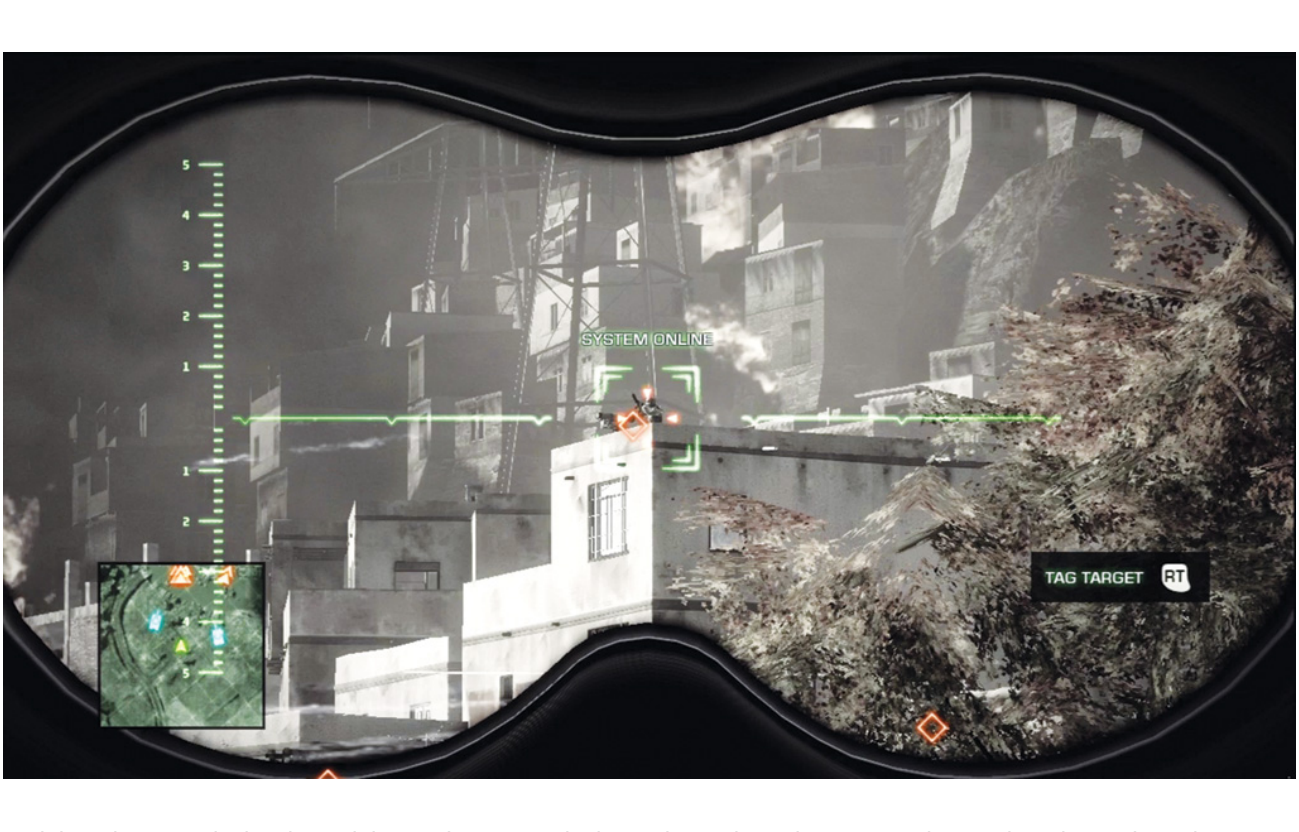
Watch out for at least one more BMD3 on your way to the town to the south. As you move within view of the town, radio chatter reveals that the town is defended by several TOW launchers.

Instead of exposing your tank to the incoming missiles, head toward the buildings on the right side of the road. Follow the red diamond objective marker. Your ride in the tank is over, but the real fireworks are just beginning.

5. Designate Targets for Airstrikes



Before you can advance into the town, you need to take out the roof-mounted TOW launchers across the river. Back on your feet, maneuver around the nearby building until you can get a good view of the town.



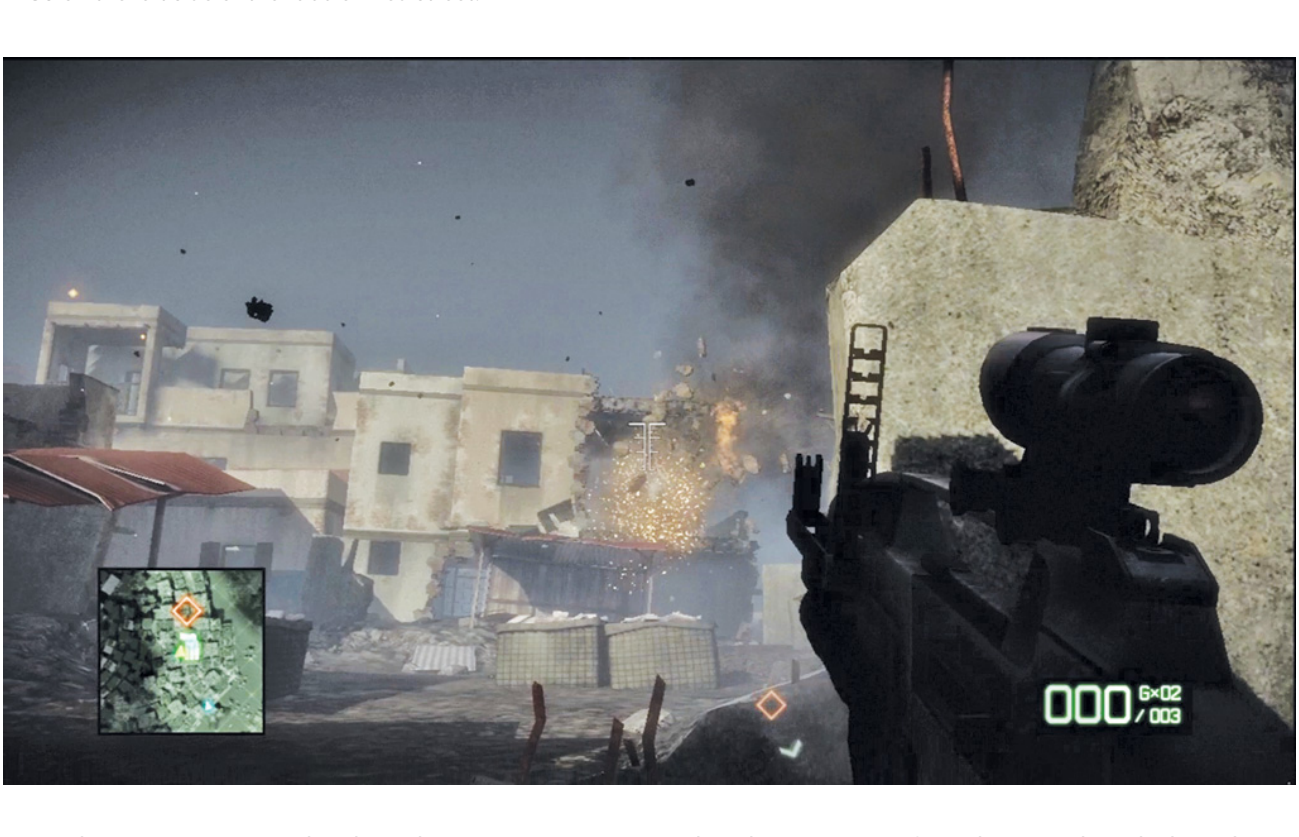
Each launcher is marked with a red diamond icon. Use the binoculars to laser designate each TOW launcher and watch as A-10 Warthogs wipe them out.

After each airstrike you need to wait a few seconds before designating a new target, so seek cover to avoid being hit by incoming fire or missiles. When a new airstrike is available, the red diamond icons reappear over the launchers. There are four launchers total slated for demolition, so stay low and keep tagging targets for the flyboys until the approach to the town is clear.

6. Investigate Targeted House

Now that the town's outer defenses are destroyed, it's time to move in on foot and begin the search for Kirilenko. Follow your squad across the river and enter the town.

There's a few Russian soldiers hiding among the rubble, so be ready for a fight. If you want a bit more firepower, pick up the MG3 on the left side of the rubble-filled street.

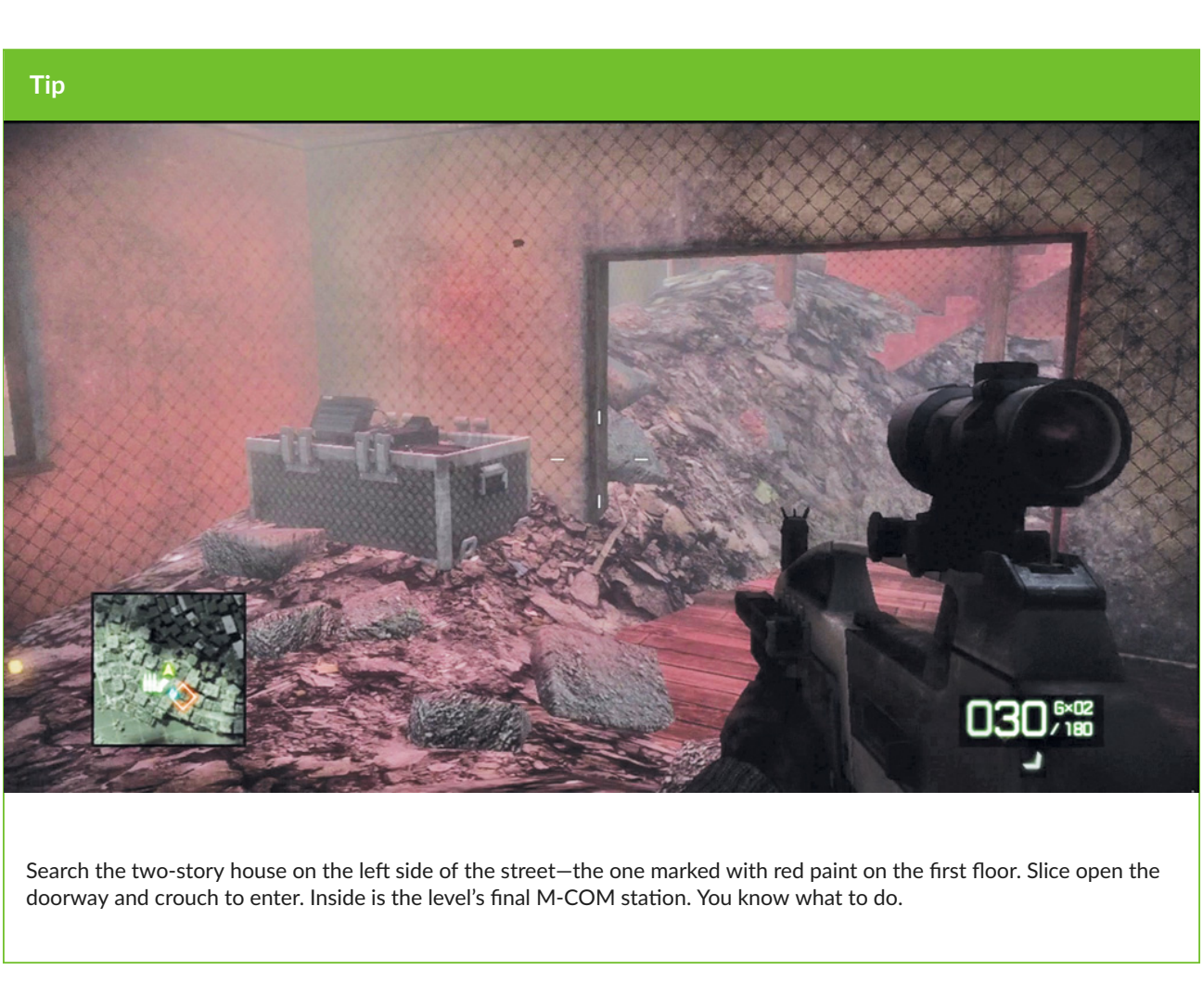


Expect heavier resistance further down the street as a roof-mounted machine gun opens fire. Take cover along the left side of the street and equip your assault rifle's grenade launcher.

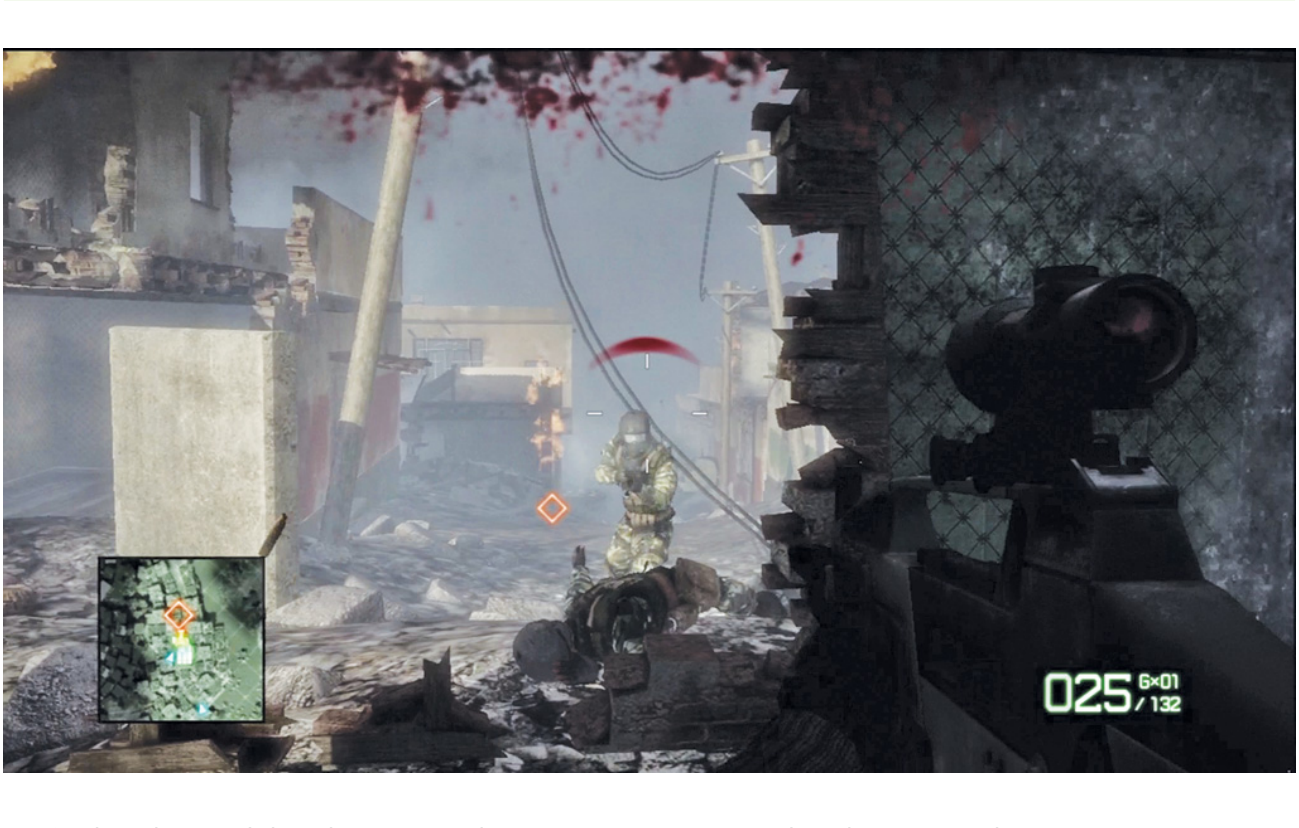
Peek out of cover and lob grenades at the machine gun position until it's neutralized. Once the machine gun position is silent, help your team clear the rest of the buildings ahead. Your grenade launcher is well-suited for taking out the guys firing from windows.

Simply target the walls to ruin their day. If you need more grenades, visit the ammo crate in the building on the right, near Sweetwater's position.

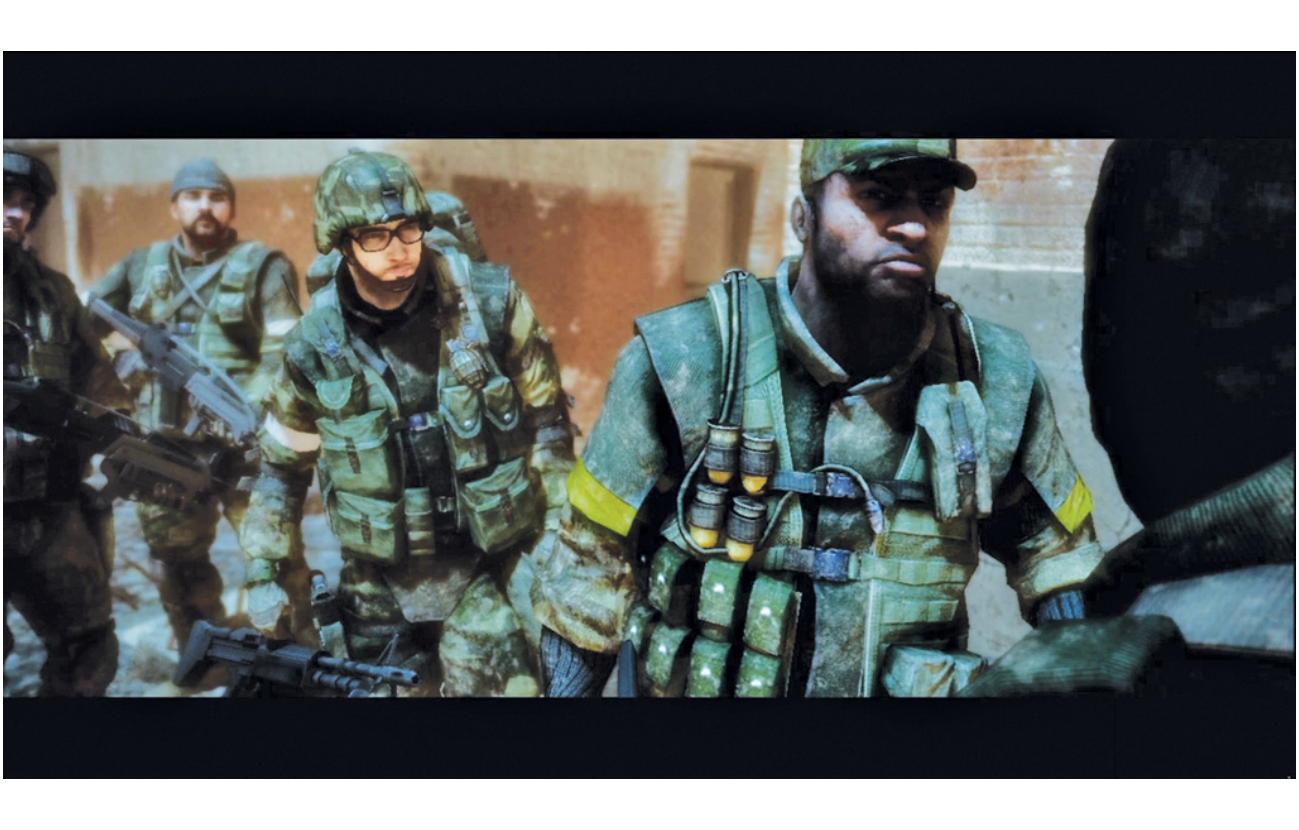
Tip



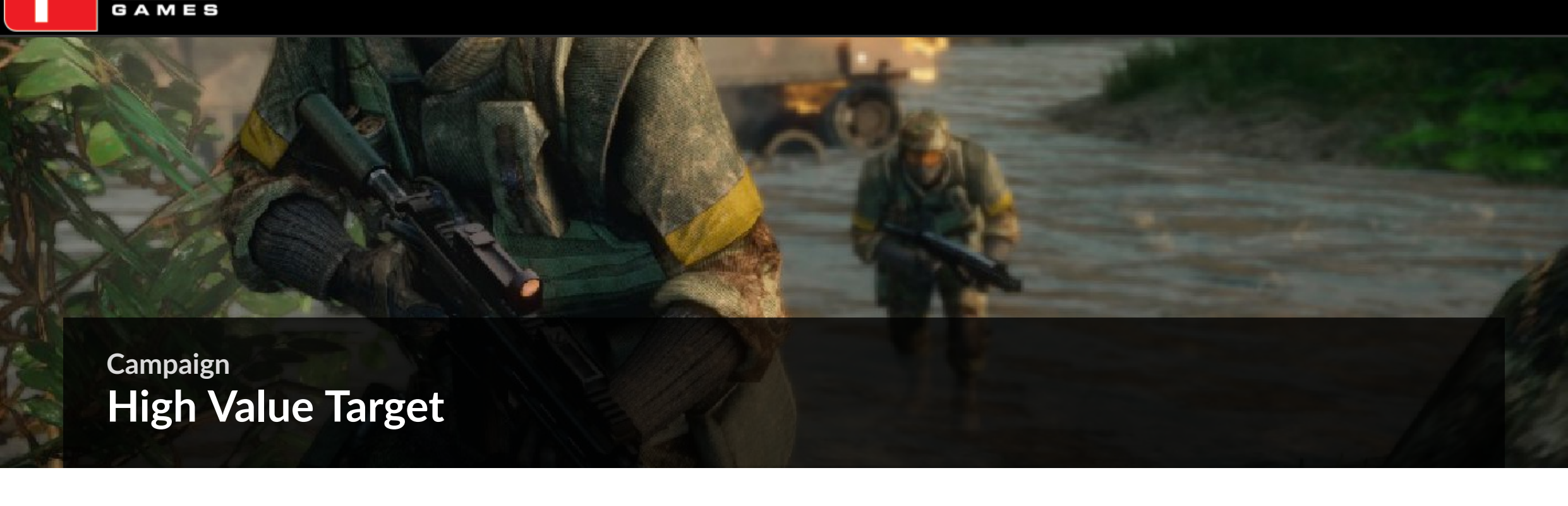
Search the two-story house on the left side of the street—the one marked with red paint on the first floor. Slice open the doorway and crouch to enter. Inside is the level's final M-COM station. You know what to do.



Cautiously push forward along the street, watching for more Russian troops along the way. If you hear voices, try to use grenades to flush them out. But be ready for more close encounters as you approach the objective marker by the target house. When it's clear, move toward the objective marker to initiate a search of the target house.

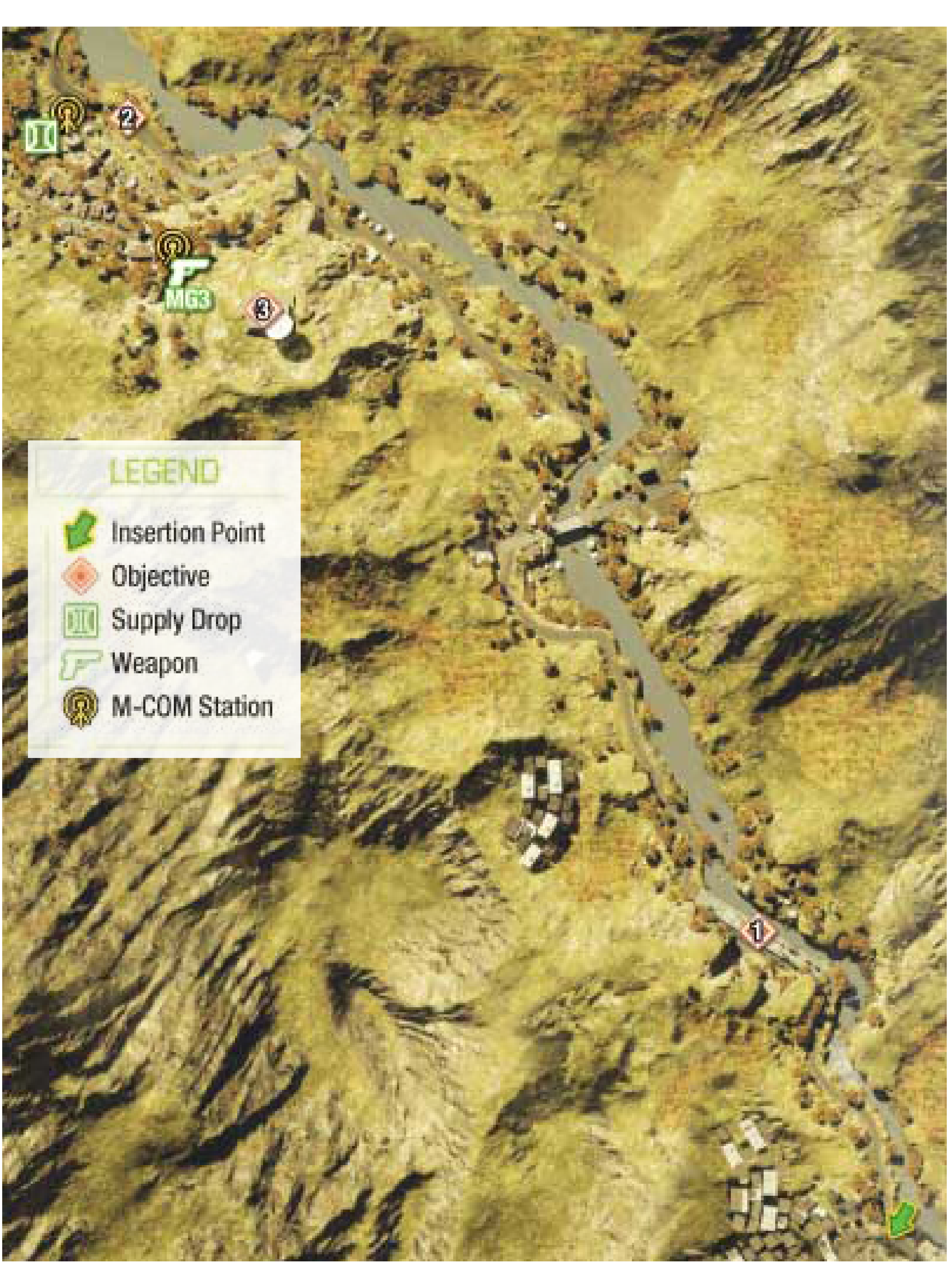


The target house is a bust. There's a dead Russian officer inside, but no Kirilenko. However, a captured Russian soldier spills the beans, revealing Kirilenko's position. Apparently he's in a village not far from here. Time to mount up and roll out! The search for Kirilenko continues in High Value Target .



Campaign

High Value Target



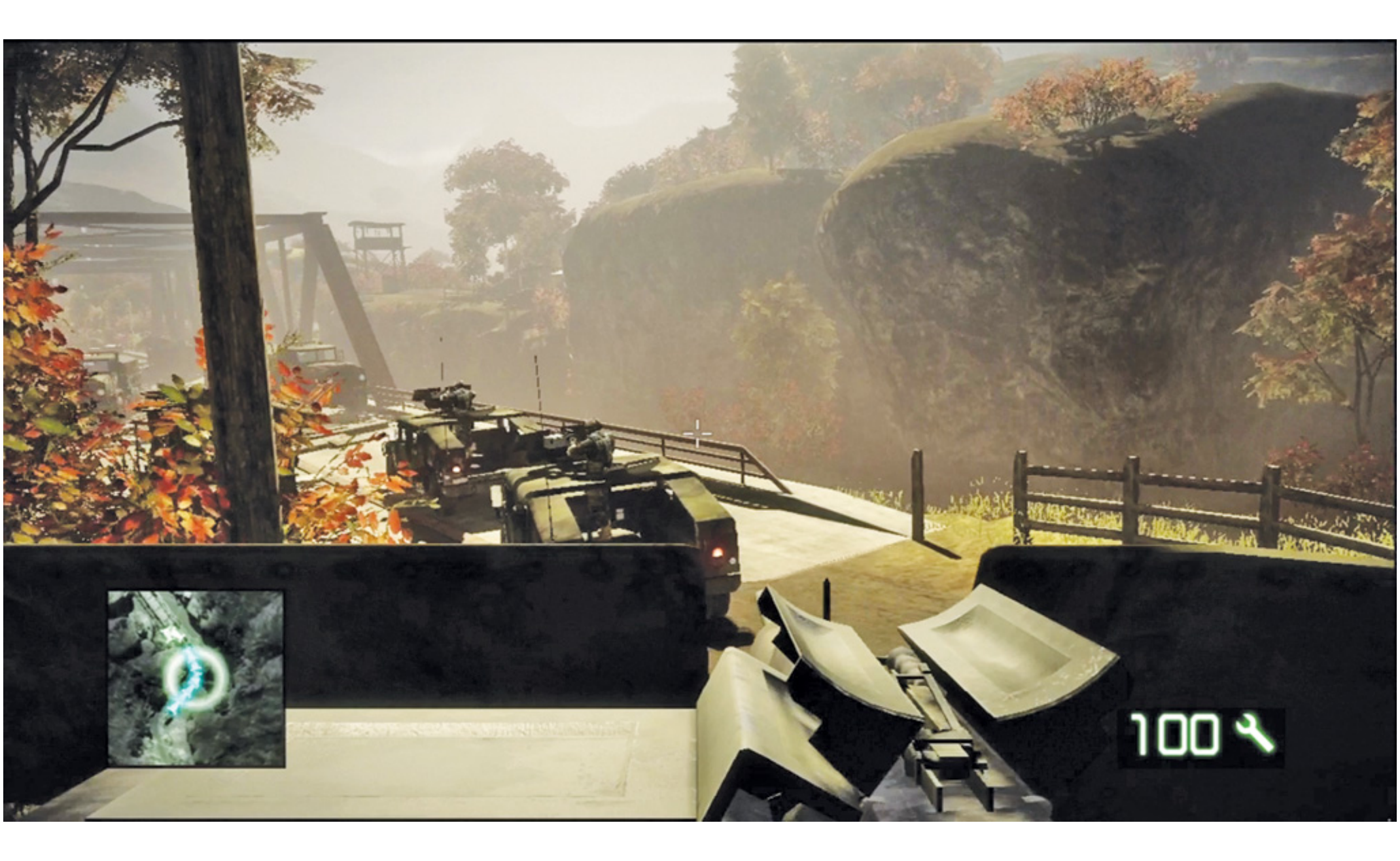
Mission Collectibles

M-COM Stations: 2

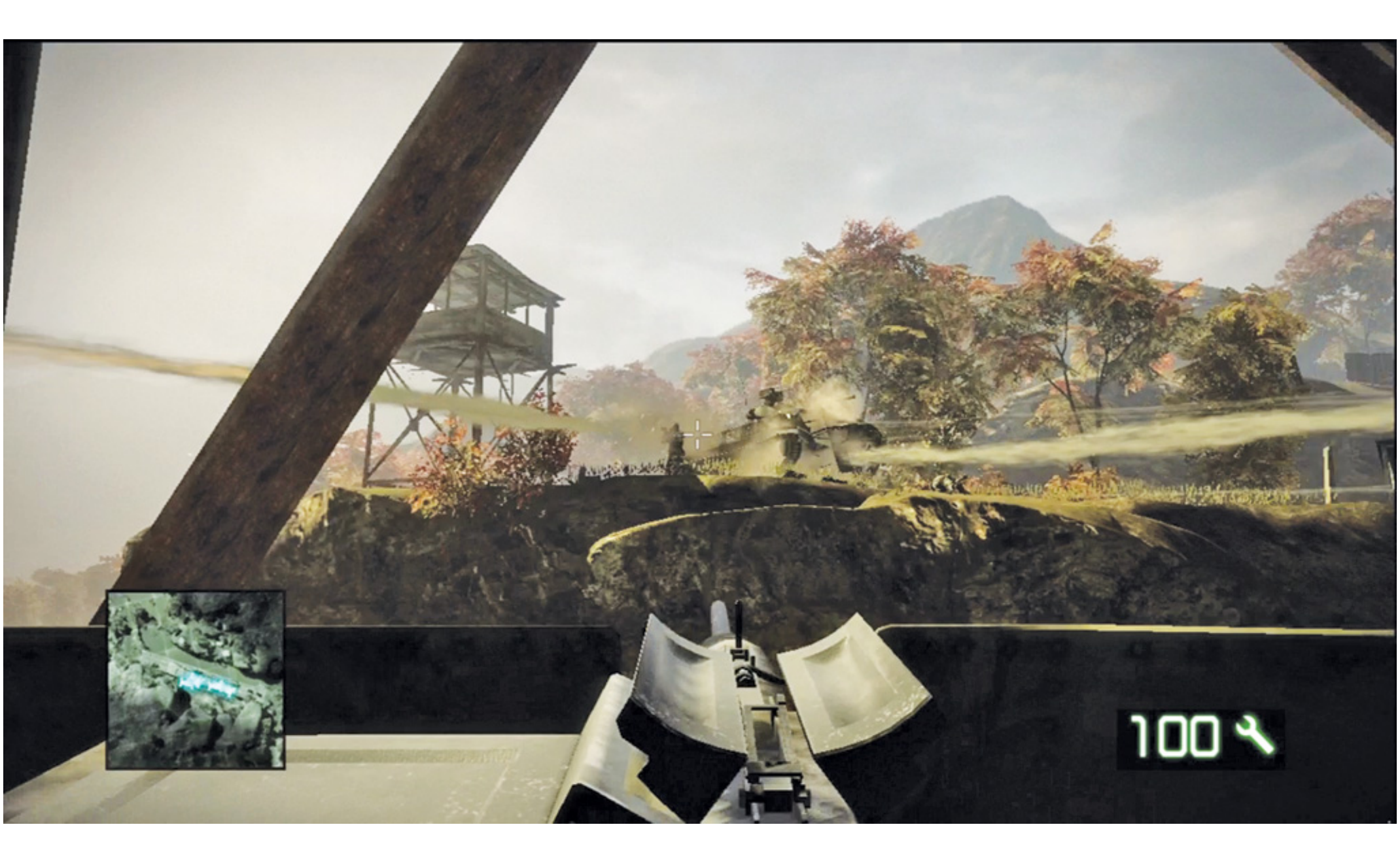
Collectible Weapons:

- MG3 light machine gun

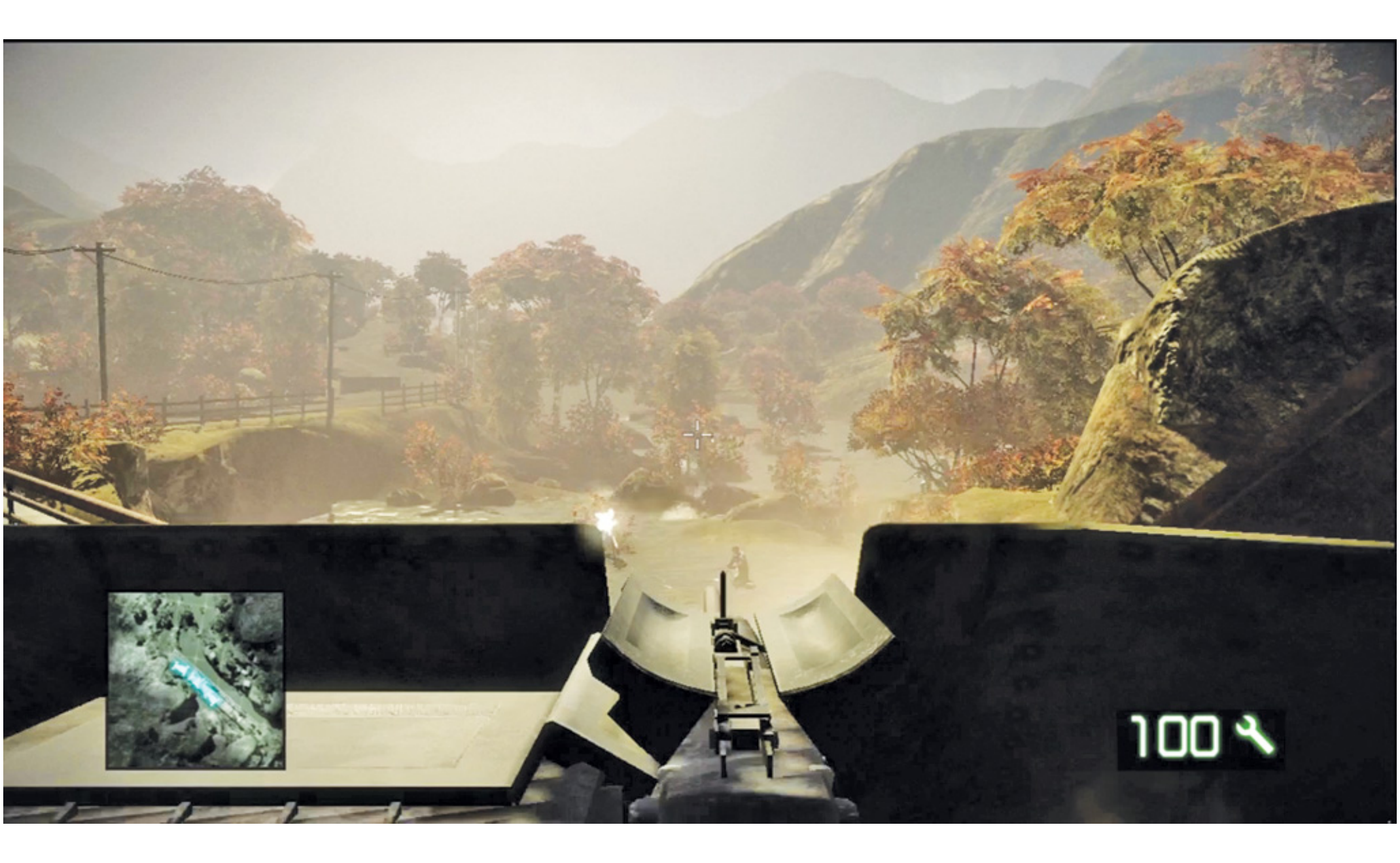
1. Proceed Toward Zulu November Bridge



Kirilenko isn't far away now, reportedly hiding out in a village to the northwest. This convoy of HUMVs will get you there fast, assuming you can survive the Russian ambushes along the way. As the gunner on top of the HUMV in the middle of the convoy, it's your job to shoot anything that moves, especially if it's carrying a rocket launcher. All it takes is one hit to destroy your ride.

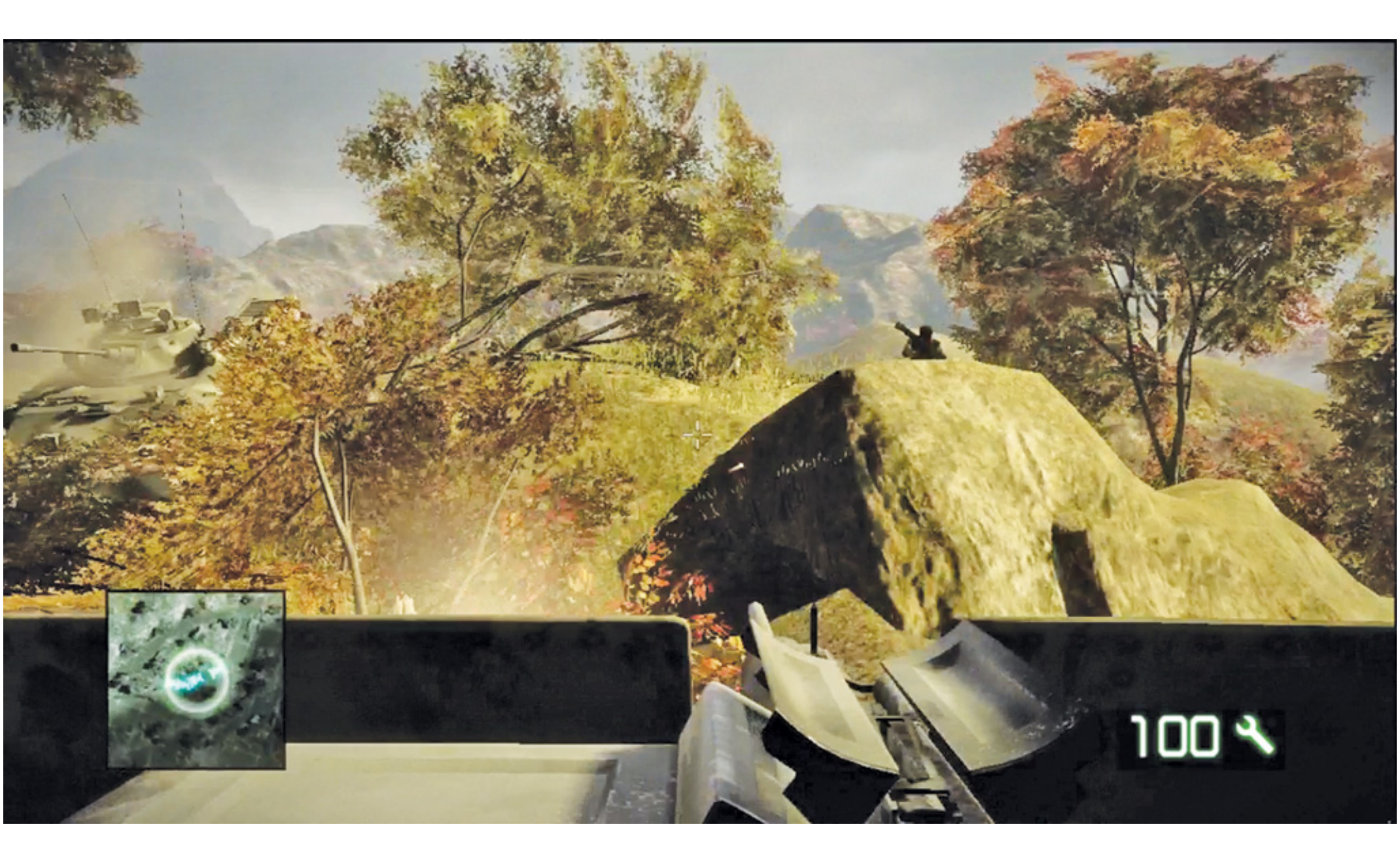


The first ambush occurs at the bridge just outside the town. As the rockets start flying, turn to the right side of the bridge and open fire on the enemy infantry. Target the red barrels on the hillside to trigger large explosions in an effort to wipe out several enemies at once. The convoy eventually comes to a dead stop in the center of the bridge, making your vehicle a sitting duck. Keep scanning the hill to the right for more enemies as they rush into view. A BMD3 even makes an appearance, but don't bother shooting it. Your machine gun won't do any damage. Instead, focus on the infantry, as they pose the biggest threat. The HUMVs equipped with the TOW launcher will deal with the BMD3.

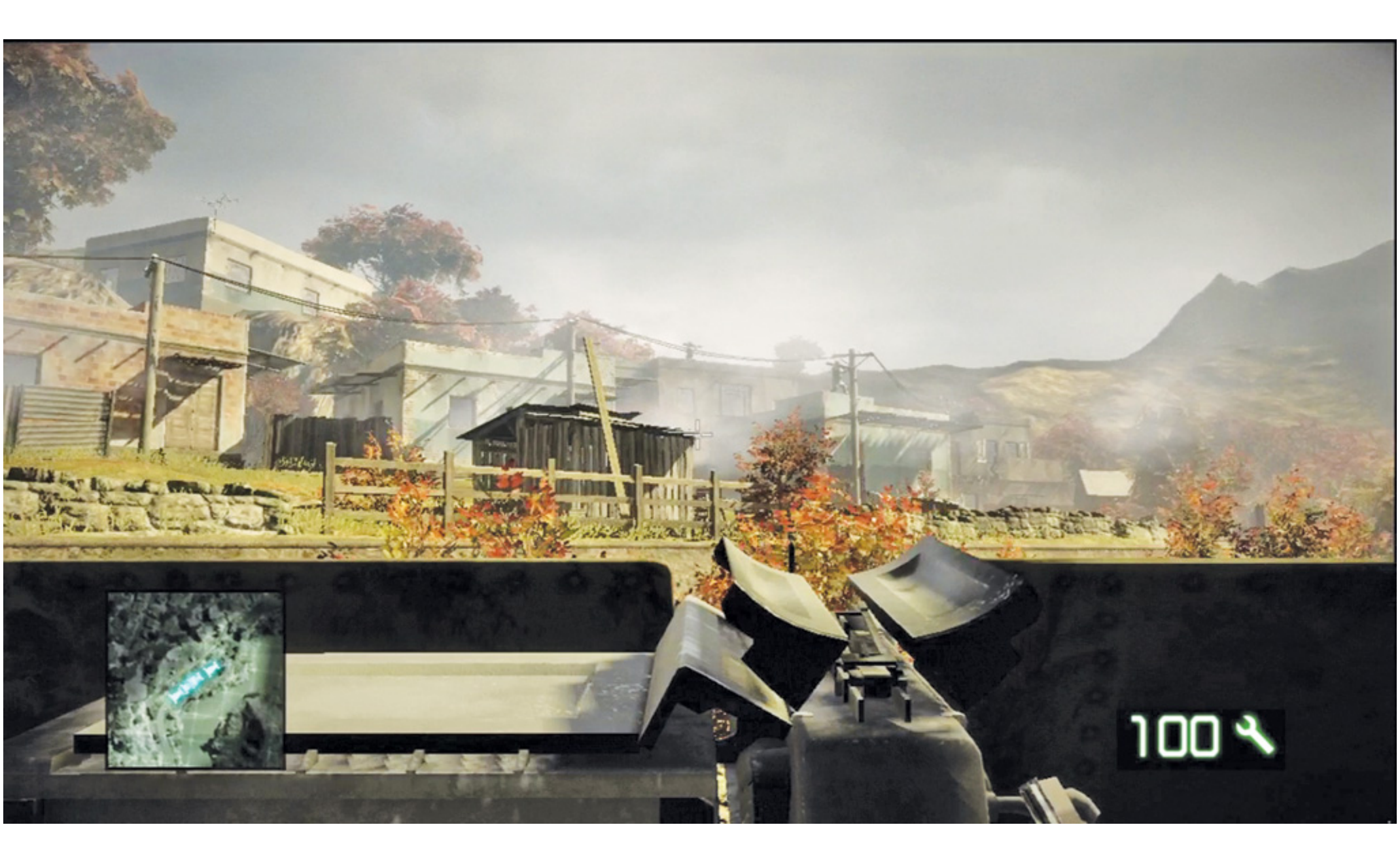


When the convoy begins moving again, turn your attention to the infantry in the river below. Ignore the guys with machine guns and target the enemies with rocket launchers—there's one hiding behind the boulder in the middle of the river. Quickly mow down these threats before they can score a hit on your HUMV.

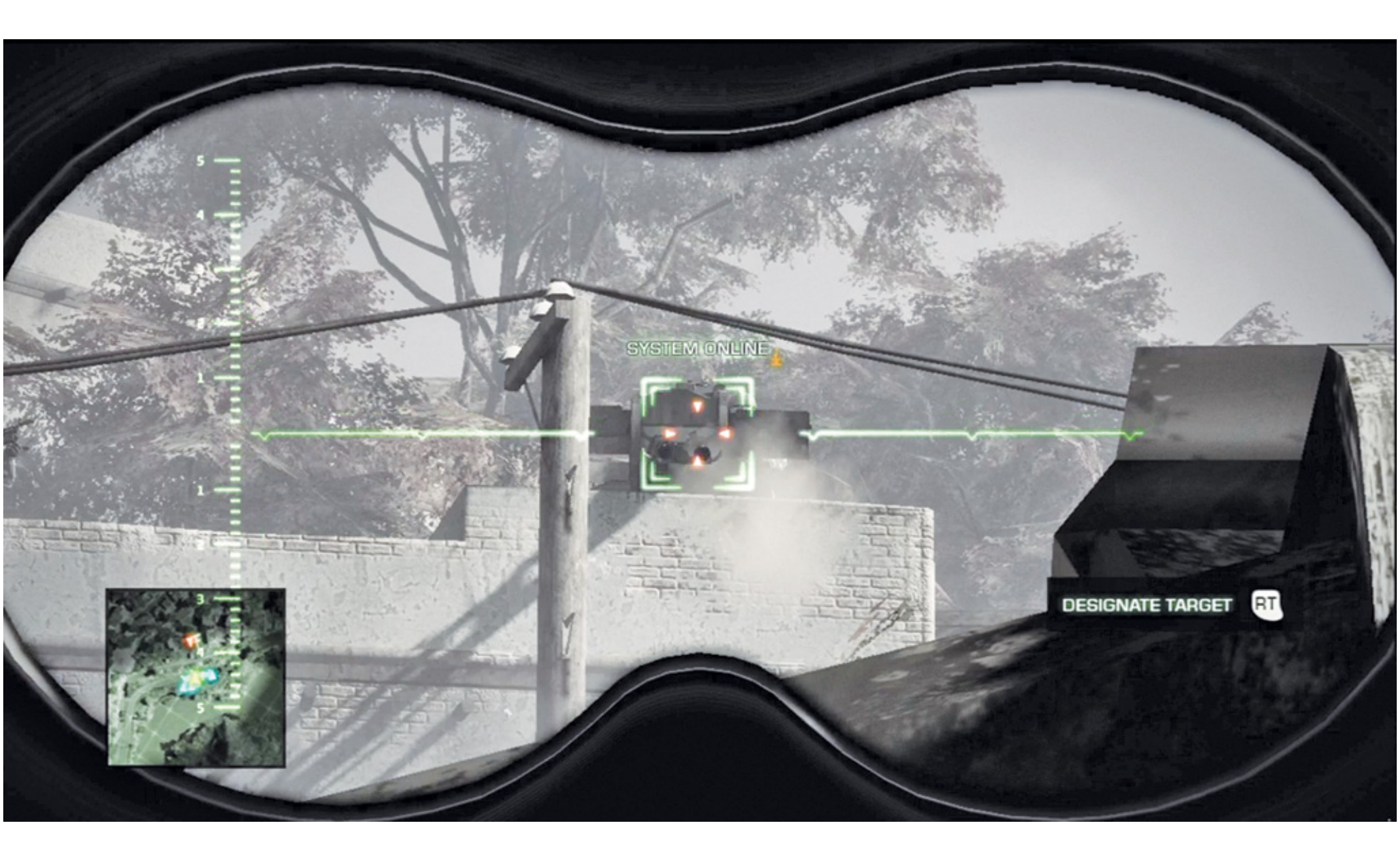
2. Proceed Toward HVT Kirilenko



Further down the road, a roadblock defended by a BMD3 forces the convoy to take a detour through a stream. During this sequence, the BMD3 follows. Don't worry about the enemy vehicle. Instead, watch out for the infantry hiding along the hillside to the left—they're armed with rocket launchers. Lay down heavy fire on these guys as you escape the ambush, rotating the turret to cover your rear. Keep firing until there are no more enemies in your line of sight, then rotate the turret so it's facing the front of the HUMV.

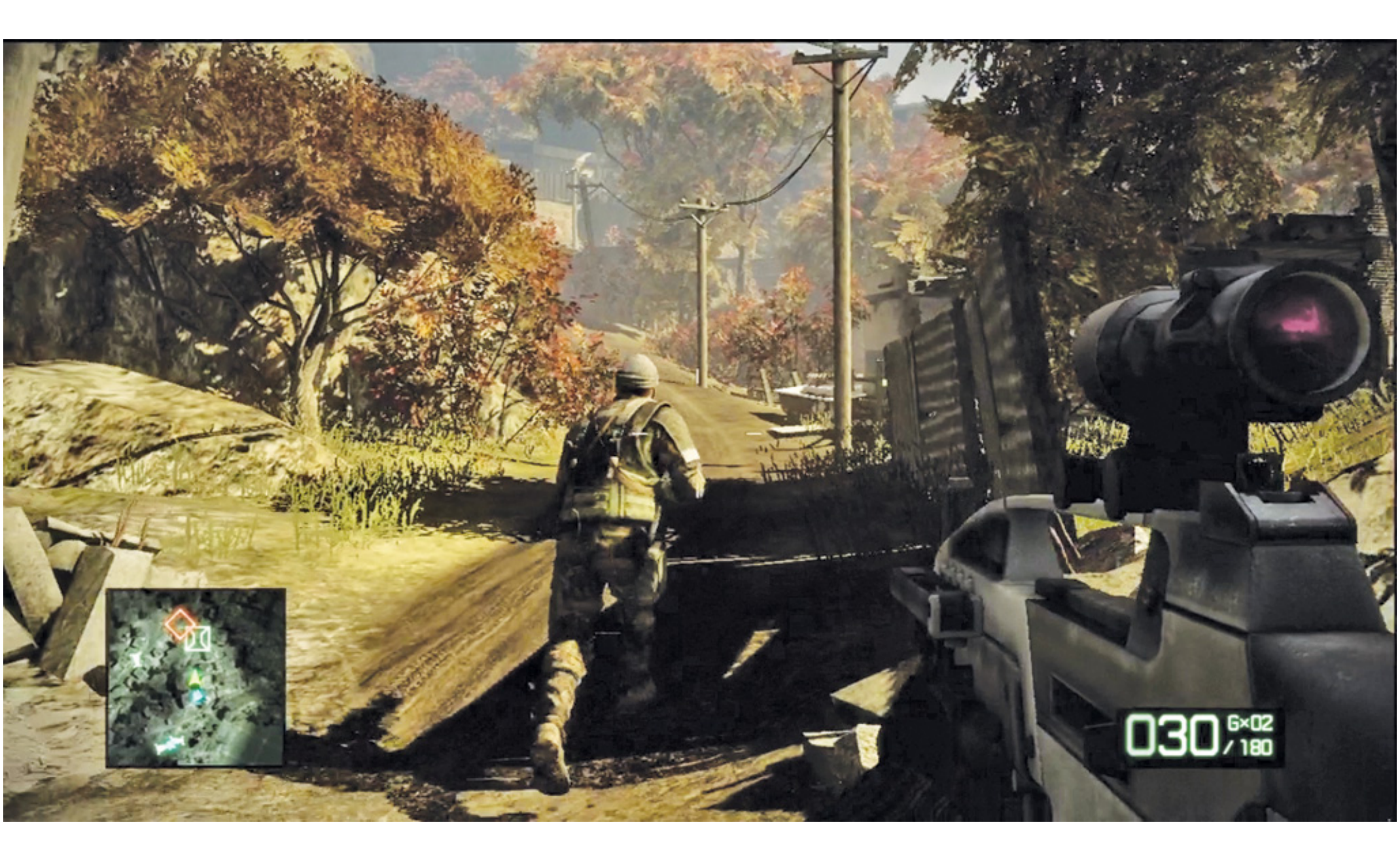


As you near the village, rotate the turret to the left side of the road and open fire on the enemies positioned on rooftops. No matter how quick you are, you can't prevent the HUMV from getting hit by a rocket or the ZU-23 anti-aircraft gun. Before proceeding into the village, you need to take out that gun.



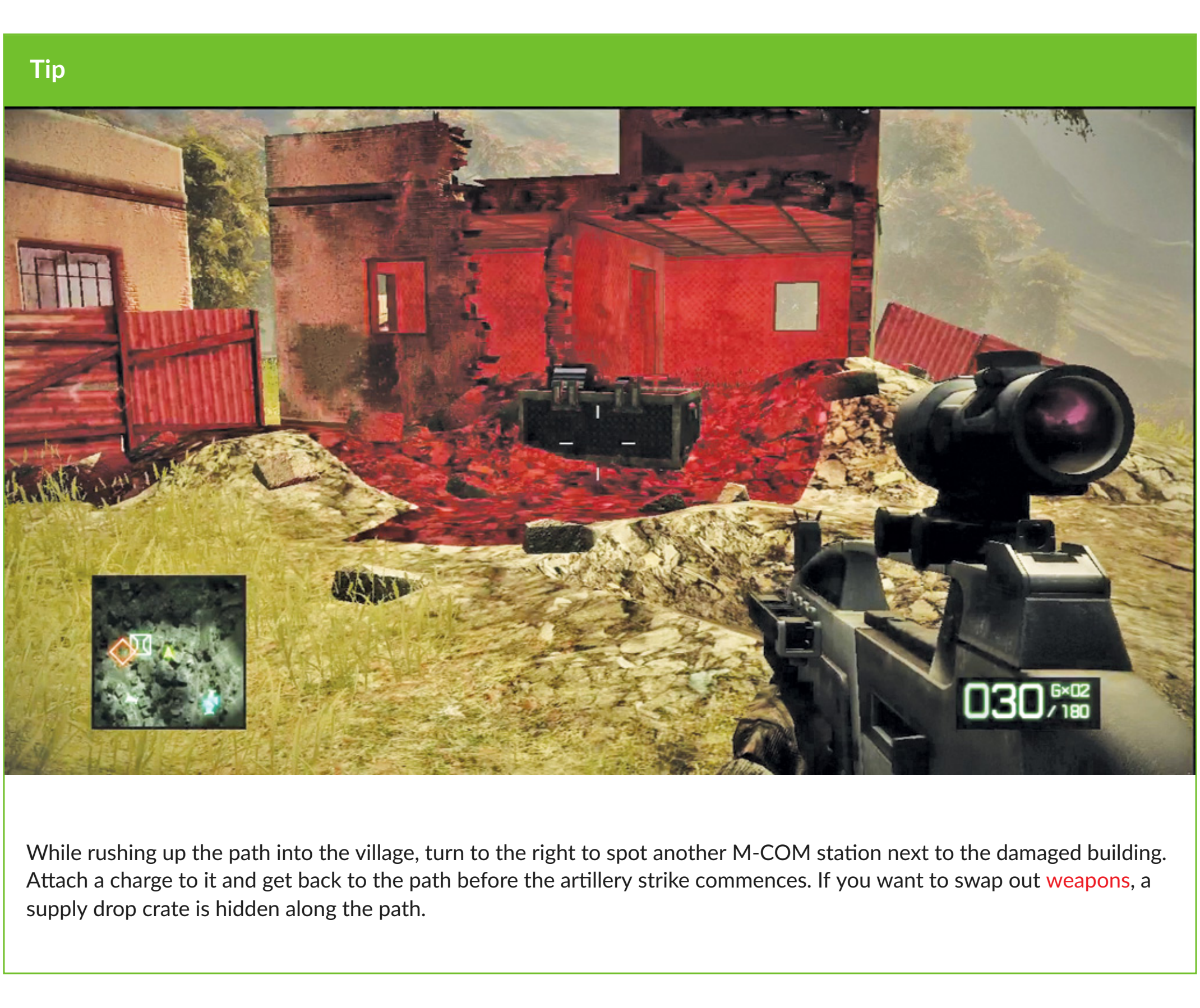
After getting hit, you find yourself outside the HUMV next to Sarge. The ZU-23 is wreaking havoc on the convoy, so use your binoculars to call in an airstrike. Carefully peek over the top of the HUMV and peer through your binoculars to spot the ZU-23. Designate the target, then quickly duck back down behind the HUMV for cover. It may be tempting to watch the incoming airstrike, but doing so leaves you exposed to incoming fire. Stay down and listen for the sound of a jet streaking overhead. Following the explosion, it's okay to stand up—the ZU-23 is destroyed.

3. Capture HVT Kirilenko

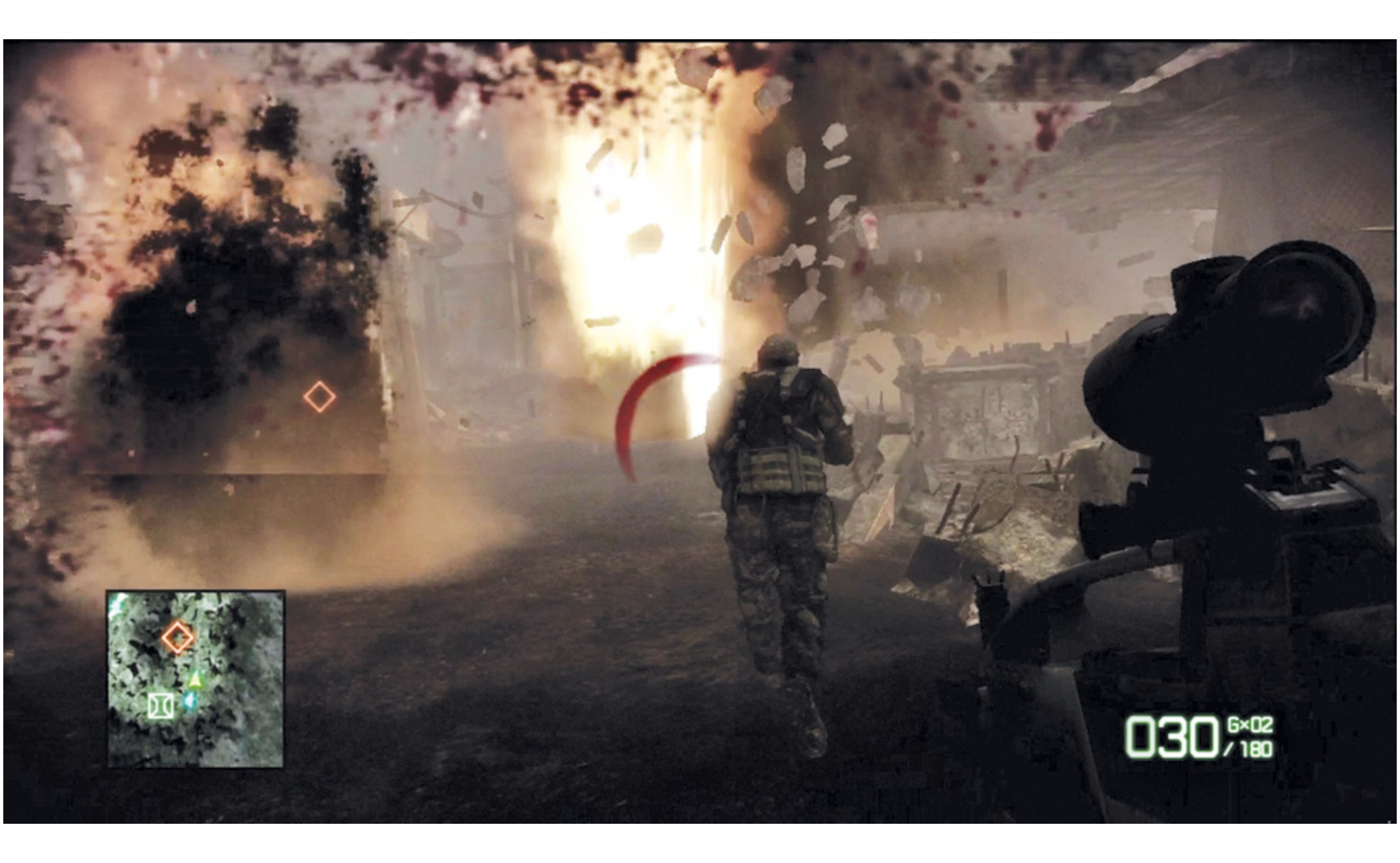


After the airstrike, Aguire warns that high command is planning an artillery strike on the village. You need to get in there and grab Kirilenko before he can escape. Haggard leads the way into the village. Make sure you stay right behind him. Despite Aguire's efforts to delay the artillery strike, it looks like someone up the chain of command is itching to drop heavy ordnance on the village.

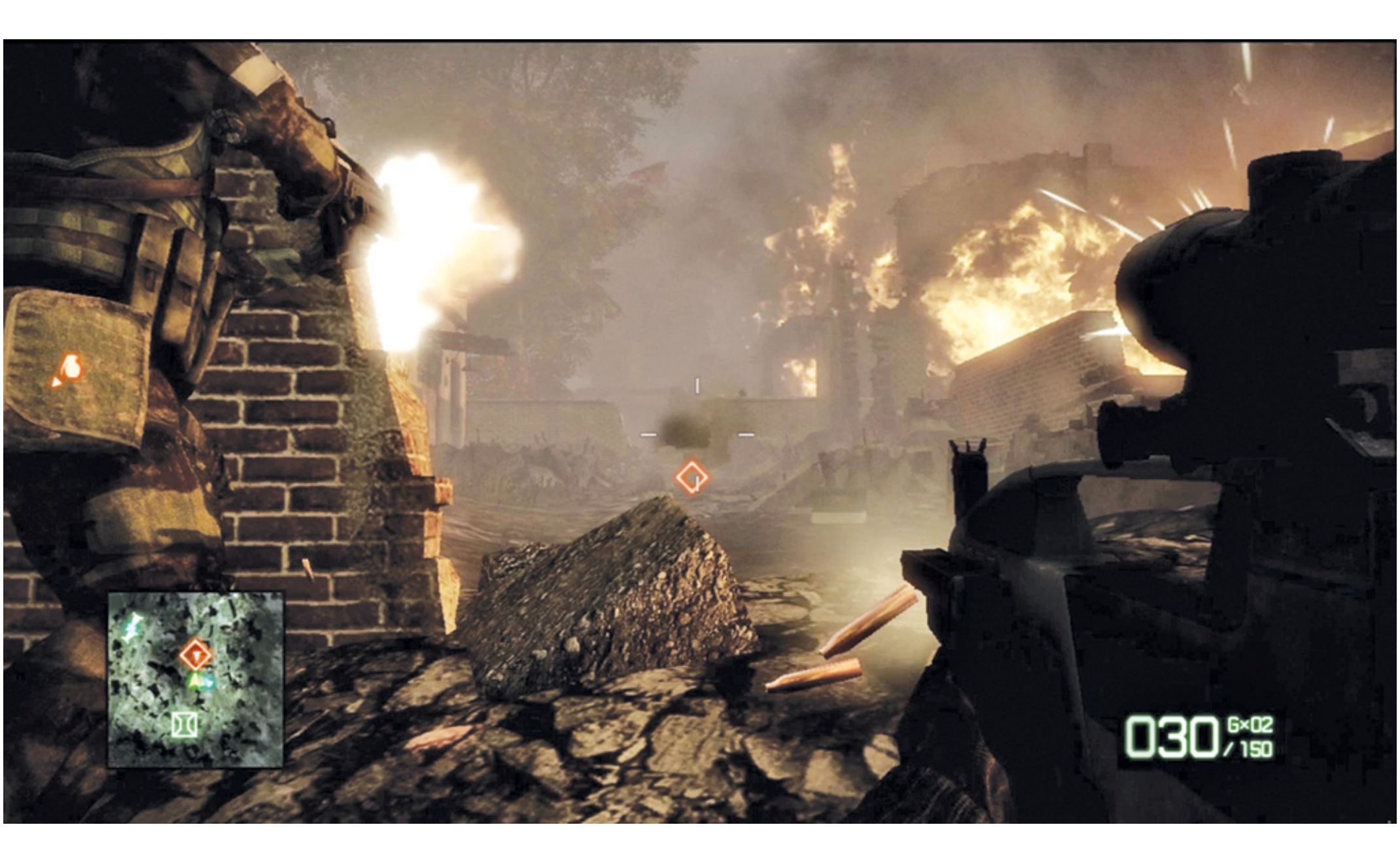
Tip



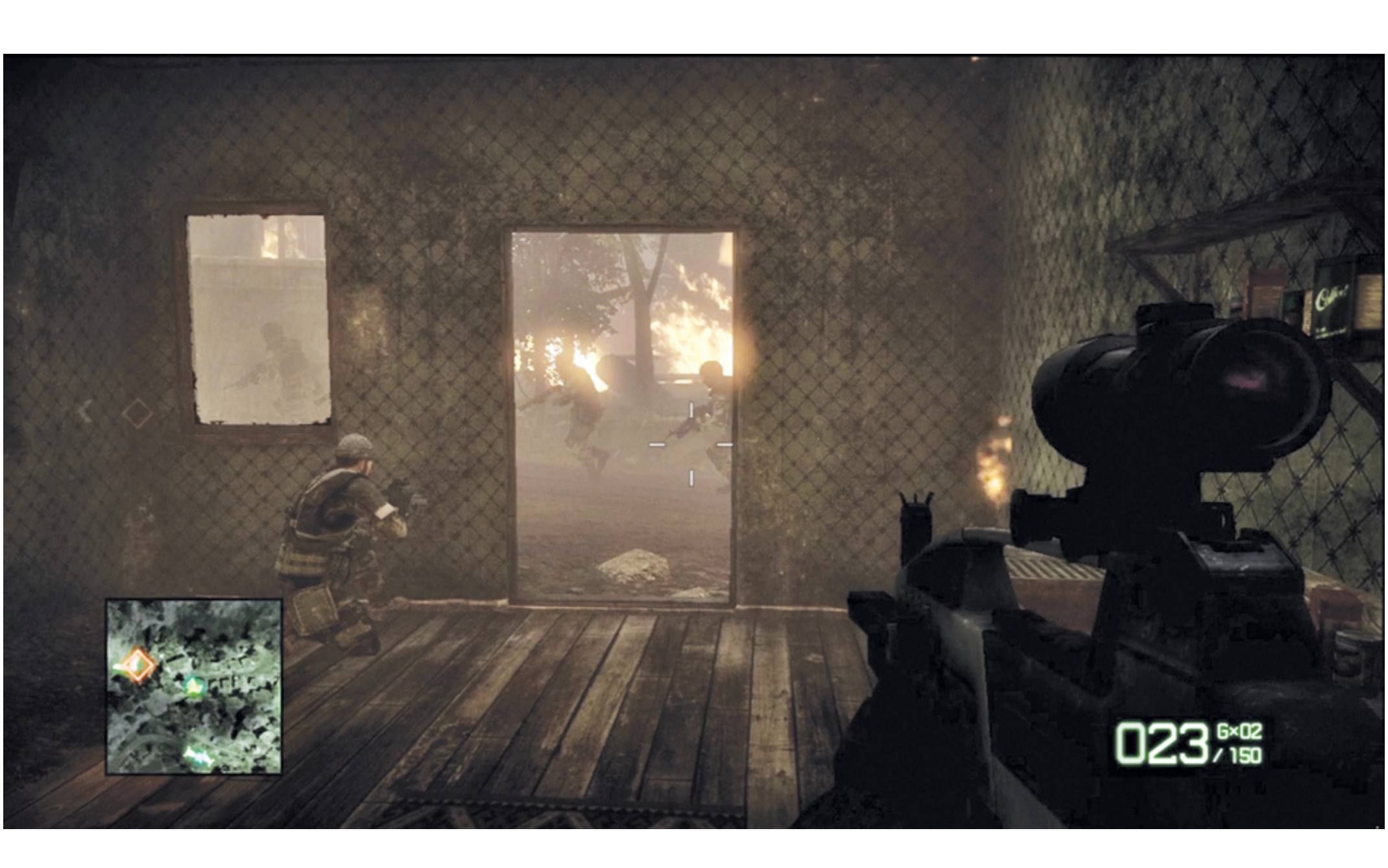
While rushing up the path into the village, turn to the right to spot another M-COM station next to the damaged building. Attach a charge to it and get back to the path before the artillery strike commences. If you want to swap out weapons, a supply drop crate is hidden along the path.



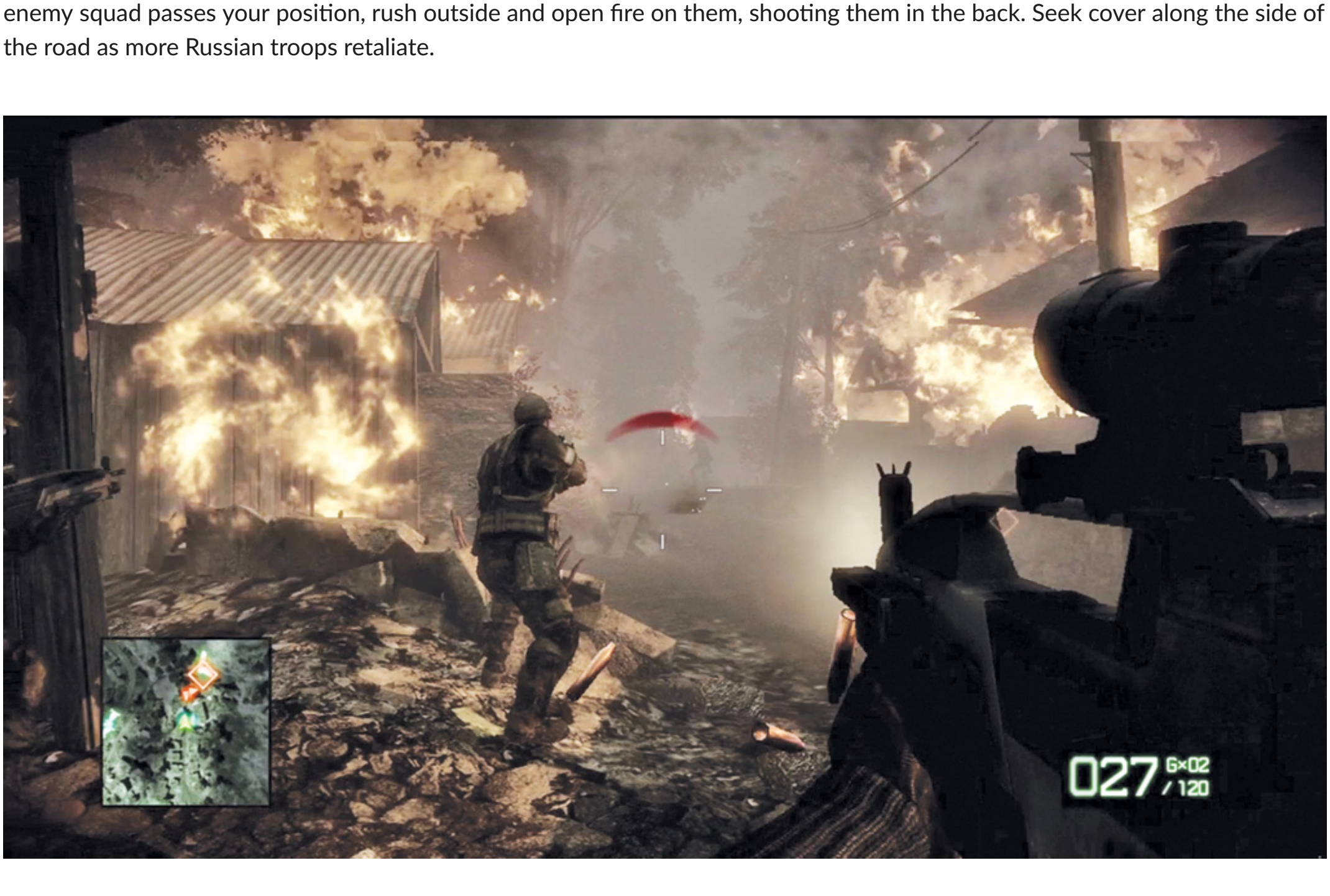
Stay as close to Haggard as possible, sprinting when necessary to keep up. As shells begin to fall, you may take some damage. But if you stay near Haggard, you can avoid being killed by the constant barrage of artillery shells falling around you. Whatever you do, don't get lost. It can be tough to spot Haggard through the dust and debris, but as long as you stay close to him, you'll be safe.



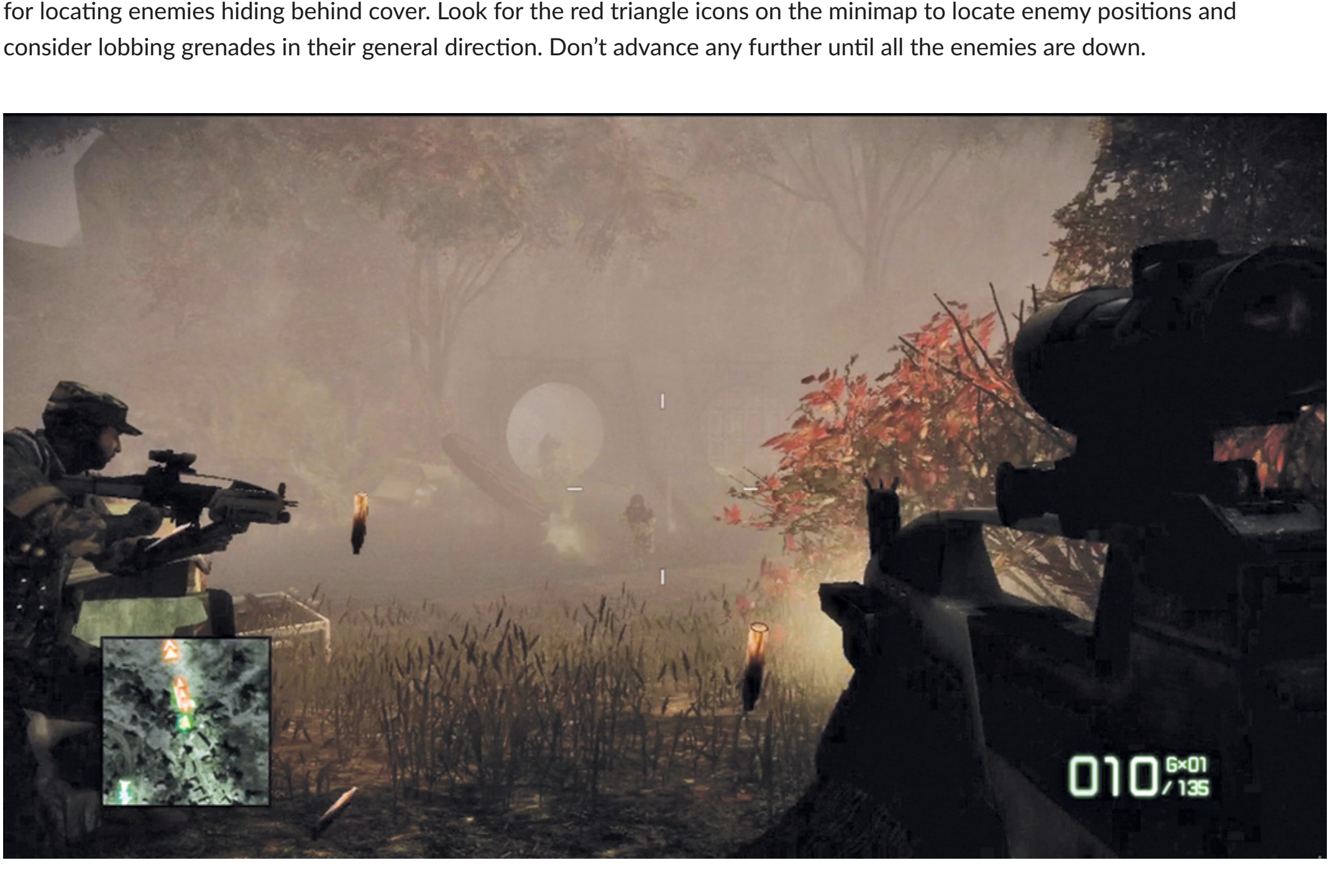
You're out of the danger zone once you encounter a small group of Russian troops. Instead of rushing forward, seek cover and open fire. The enemies may take cover behind the brick wall at the far end of the street. If this occurs, fire a grenade at the wall to take them out. You'll know it's clear when the rest of your team moves out. Follow them.



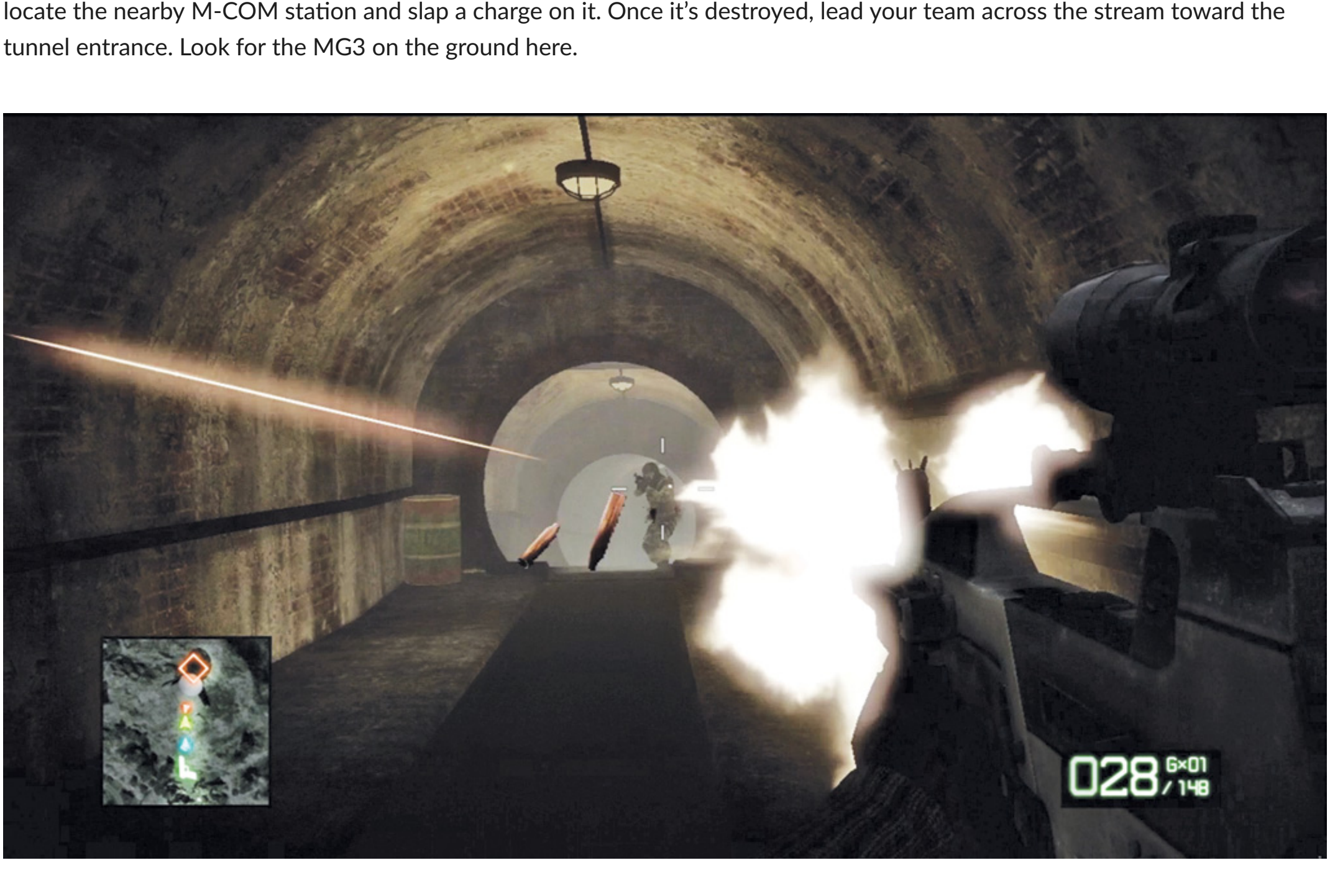
Haggard pauses inside a building as a squad of Russian troops rushes along the road outside. Hold your fire for now. Once the enemy squad passes your position, rush outside and open fire on them, shooting them in the back. Seek cover along the side of the road as more Russian troops retaliate.



The smoke and dust makes visibility extremely poor, so look for muzzle flashes to pick out targets. The minimap is also helpful for locating enemies hiding behind cover. Look for the red triangle icons on the minimap to locate enemy positions and consider lobbing grenades in their general direction. Don't advance any further until all the enemies are down.

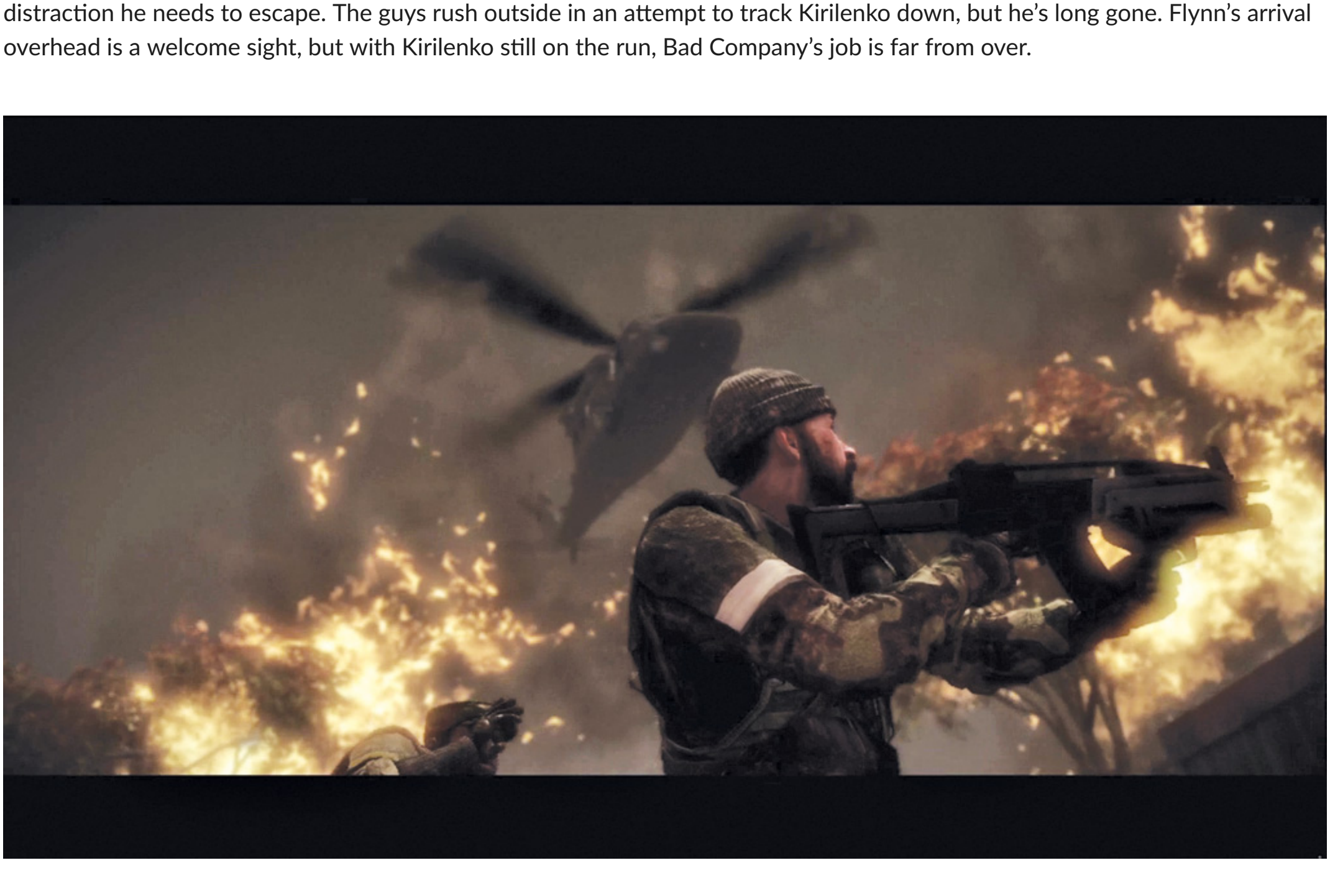


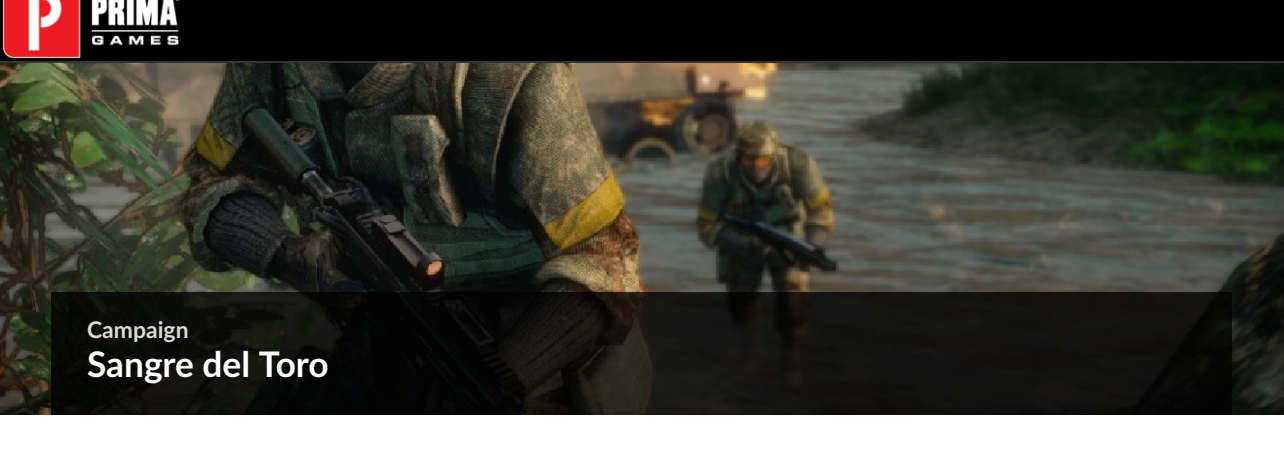
Continue to a stream and open fire on the fleeing Russians as they run into a drainage tunnel. Before crossing the stream, locate the nearby M-COM station and slap a charge on it. Once it's destroyed, lead your team across the stream toward the tunnel entrance. Look for the MG3 on the ground here.



It's up to you to lead the team through the drainage tunnel. Watch for a pair of Russians on your left waiting to ambush you. Mow them down with a quick automatic burst. If they take cover in the alcove on the right, toss a grenade in their direction to draw them out. These are the only hostiles in the tunnel. Once they're down, proceed to the ladder at the far end of the tunnel to reach Kirilenko.

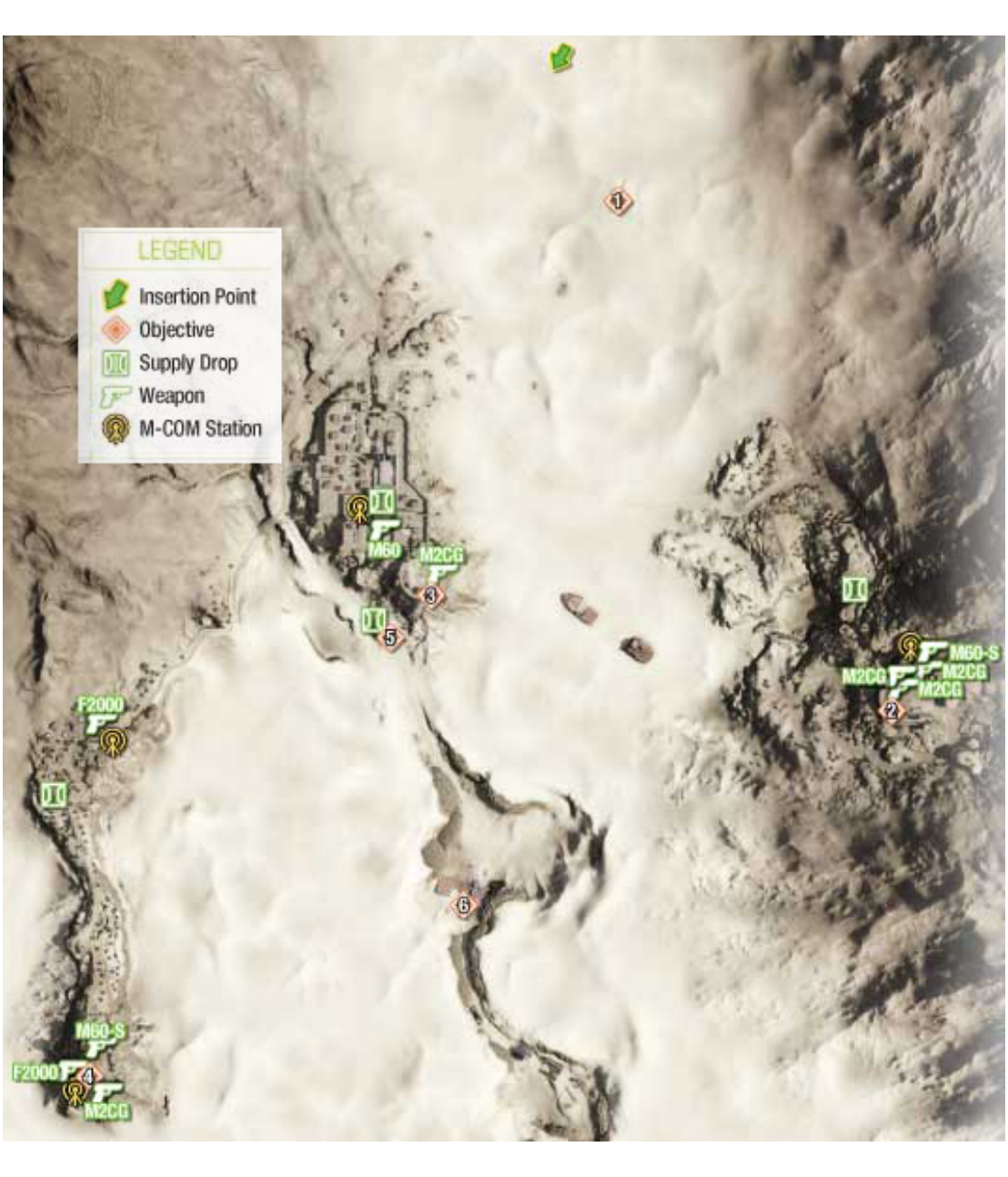
The team's advance through the drainage system catches Kirilenko by surprise, prompting him to surrender in his makeshift HQ. He guesses correctly that you were sent by Aguire to bring him in alive. But a violent explosion gives Kirilenko the distraction he needs to escape. The guys rush outside in an attempt to track Kirilenko down, but he's long gone. Flynn's arrival overhead is a welcome sight, but with Kirilenko still on the run, Bad Company's job is far from over.





Campaign

Sangre del Toro



Mission Collectibles

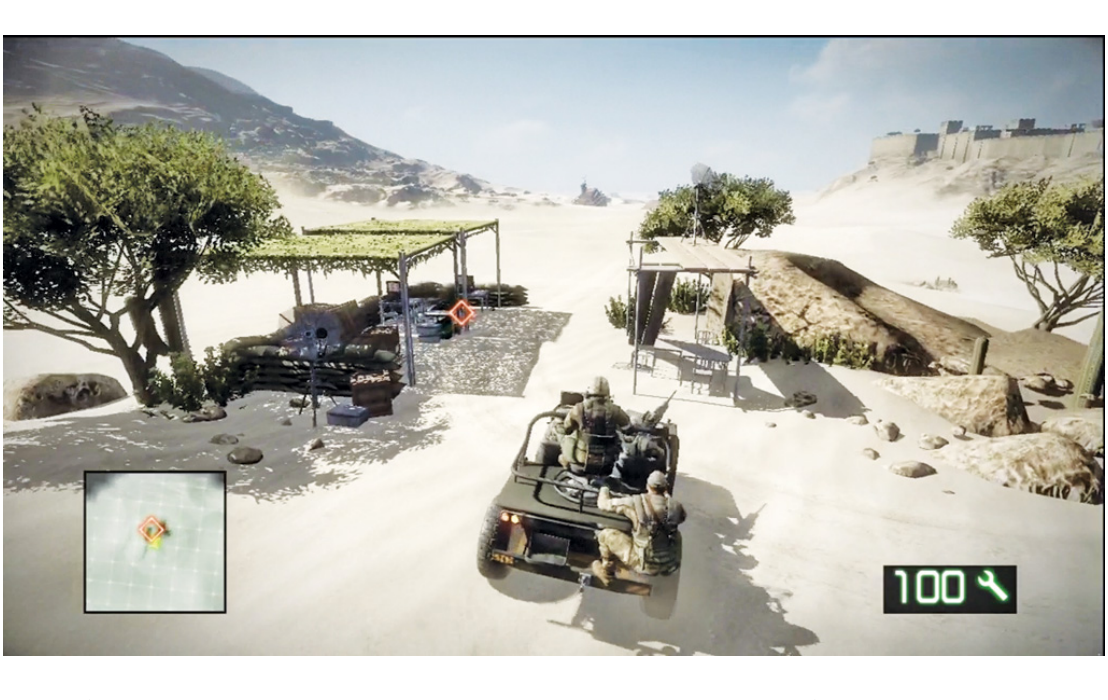
M-COM Stations: 4

Collectible Weapons:

- M60-S light machine gun
- M2CG rocket launcher
- M60 light machine gun
- F2000 assault rifle

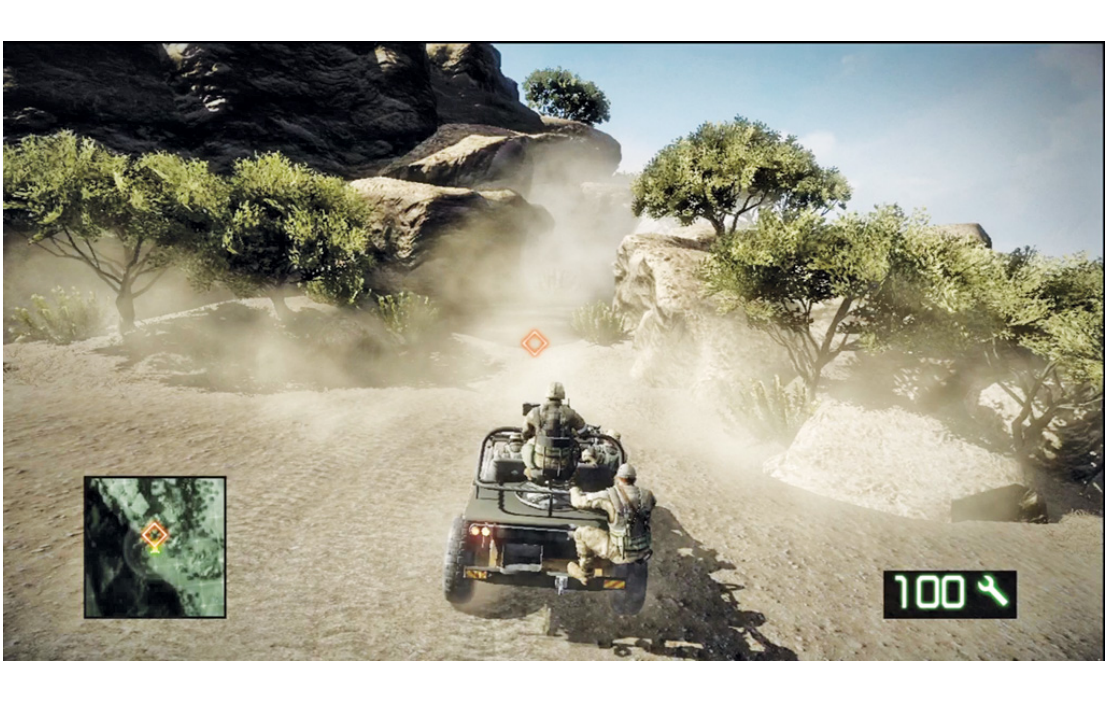
Kirilenko escaped, but he left behind a shipping manifest for a freighter called the Sangre del Toro. According to Aguire, the Sangre del Toro was a Panama-registered freighter that disappeared in 1949 off the coast of Peru. But Kirilenko's interest in this lost ship remains a mystery. So the guys from Bad Company are out to find the ship before Kirilenko and his men do. Judging by the CAVJ racing through the desert, Kirilenko's men are already on the scene. Flynn sets down near the vehicle after Haggard shoots the gunner. The Russian officer bails out and starts running away. The vehicle is now yours.

1. Investigate Surveillance Outpost

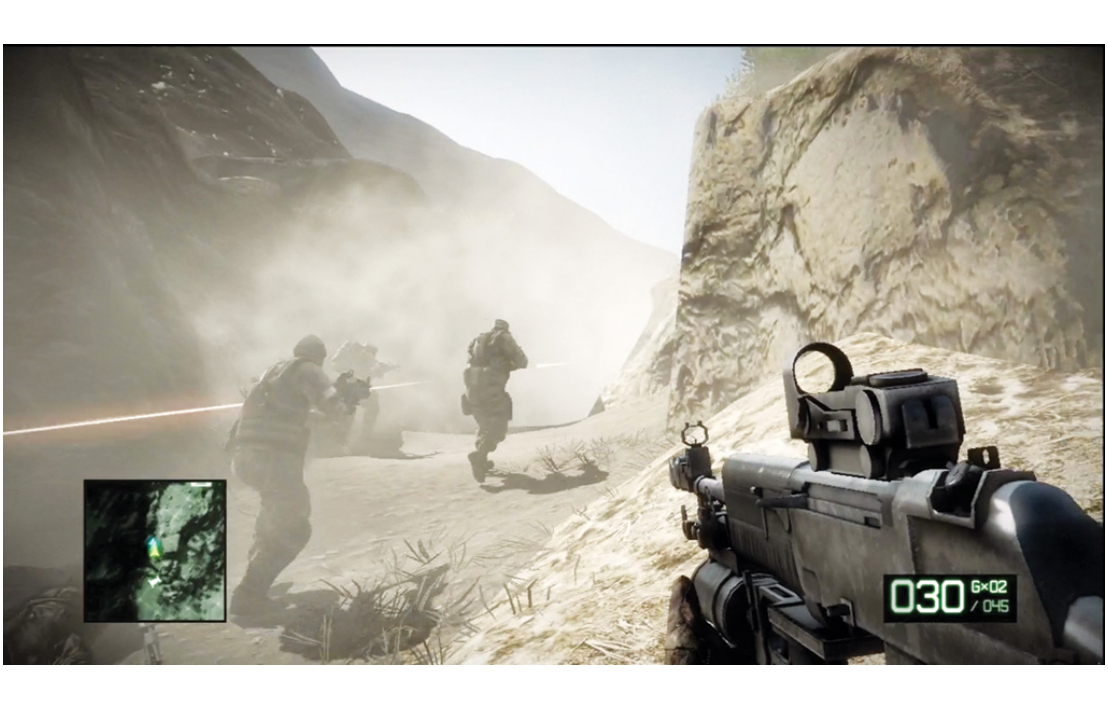


Once you're on the ground, hop aboard the CAVJ and drive toward the objective marker. Don't worry about shooting the Russian officer–you can run him over when you're close enough. This surveillance outpost is being used by the Russians to locate the Sangre del Toro. Flynn has located three other signals out in the desert. It's time to find out what the Russians are up to. At this point you can choose to proceed to any of the three base stations that appear on your minimap.

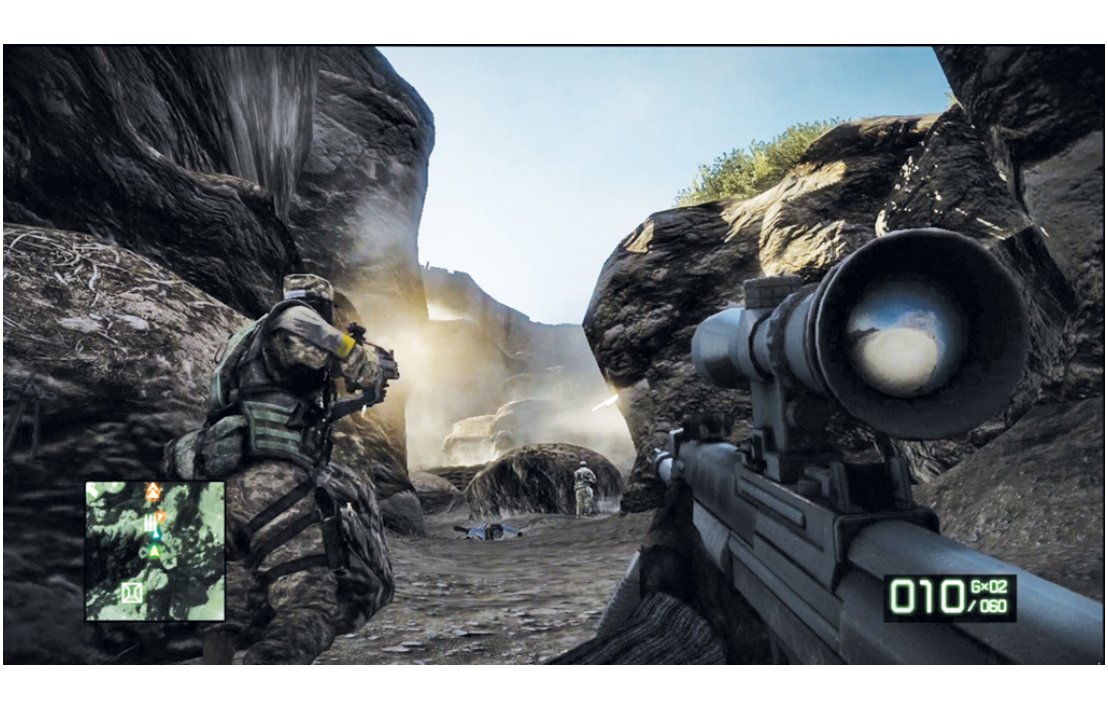
2. Locate Base Station Charlie



Start by driving toward the eastern station. The terrain of the hills is bumpy and rocky, so look for a dirt road that leads to the objective marker. The road dead ends near a cluster of rocks. You have to travel the rest of the way on foot.



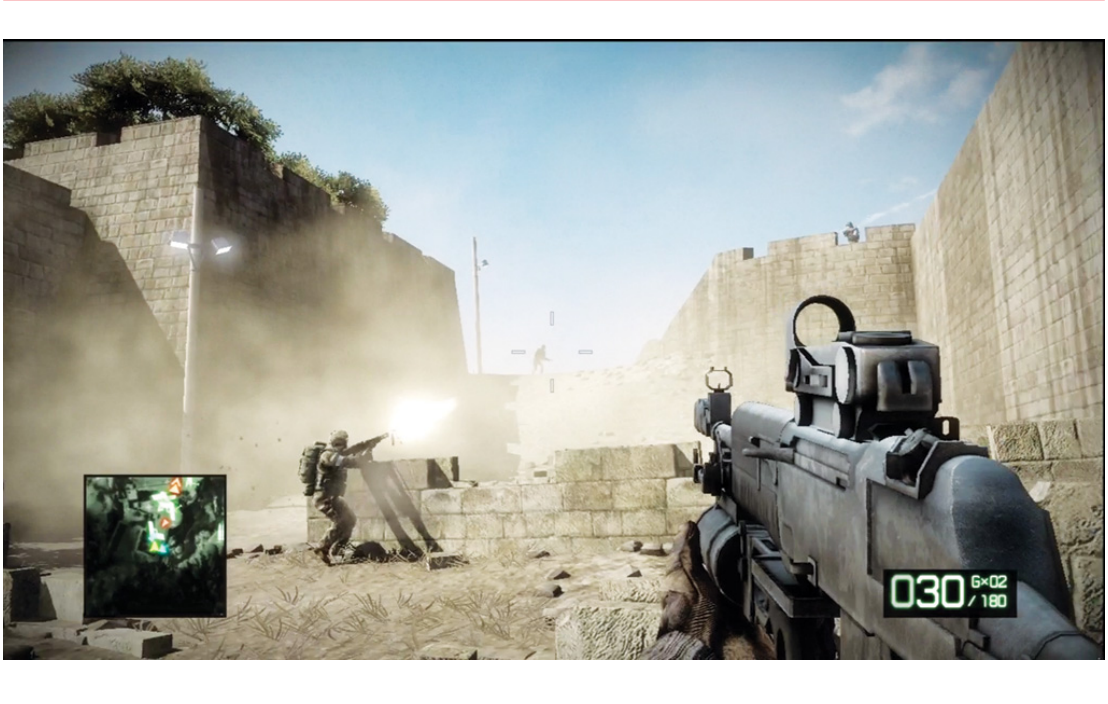
A dusty narrow path cuts through the steep rock walls. Follow your team up this path and help them eliminate the Russian troops along the way. The dust in the air makes for very poor visibility, so use your scope frequently to spot the silhouettes of enemies lurking in the distance. You eventually come to a supply drop crate. Use this opportunity to grab a sniper rifle of your choice—you'll need it for the action ahead.



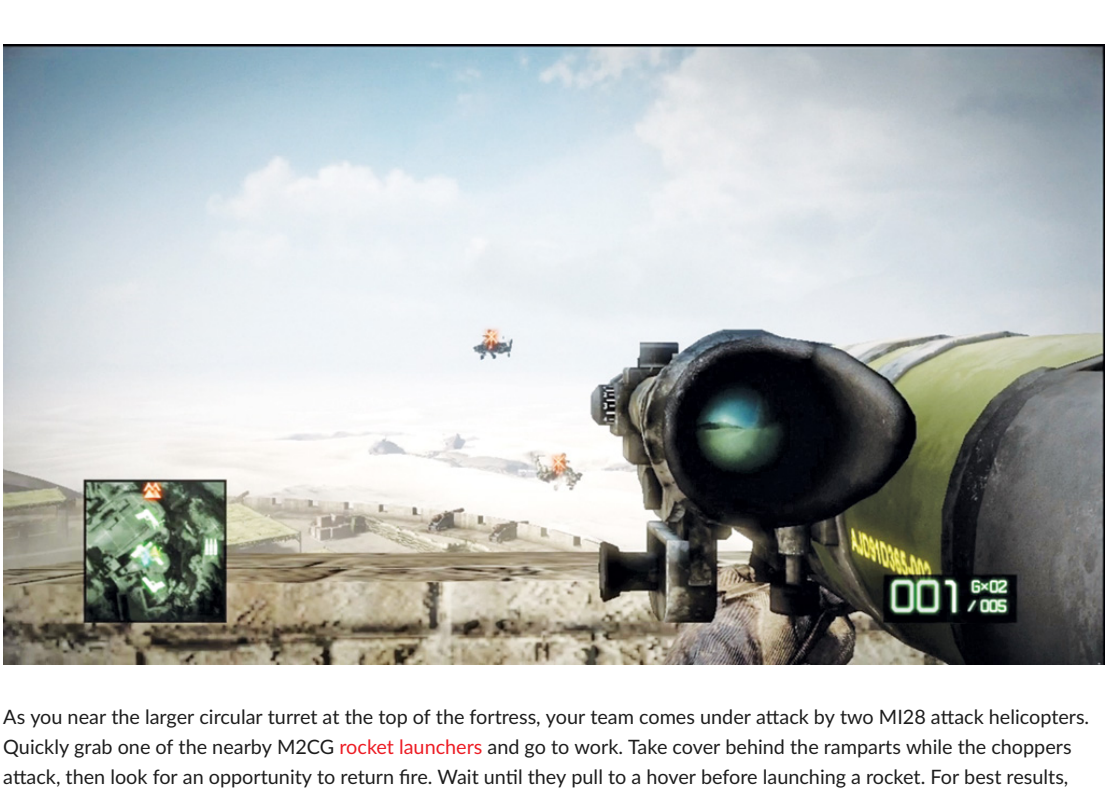
As you drop off a ledge into a narrow ravine, several enemies attack from the east, including a sniper. Watch for the contrails left behind by the sniper's bullets to locate his position, then side step to the right while peering through your scope. Once you spot him, take him down fast before he can retaliate. After dealing with the sniper, help your team eliminate the rest of the Russian troops ahead, including one armed with a rocket launcher. When the path is clear, continue your advance, letting your teammates lead the way.

Caution

If you're hit by the sniper, quickly move out of his line of sight until you recover, otherwise his follow-up shot will kill you. Snipers rarely miss.

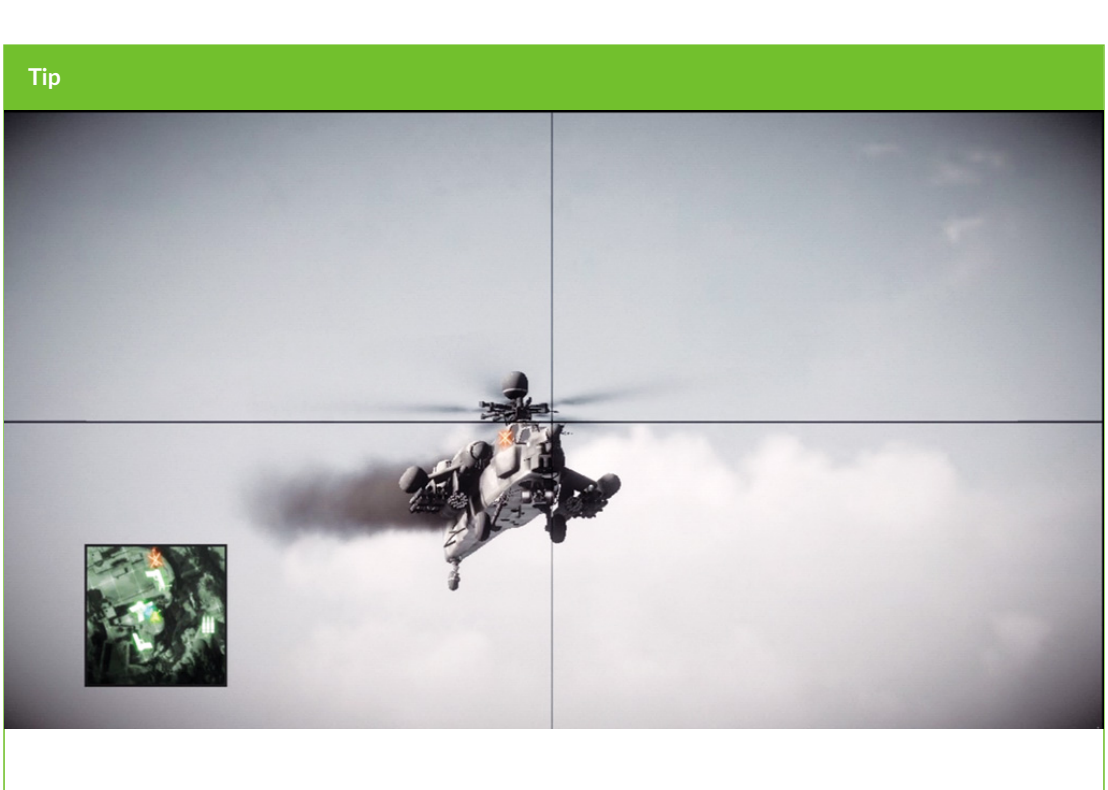


The path leads to the ruins of an old fortress occupied by more Russian troops. Seek cover among the low stone walls and open fire on the enemies above. There's an M60-S light machine gun on the ground here. Pick it up to add it to your collection. When enemies stop appearing, push up the nearby hill.

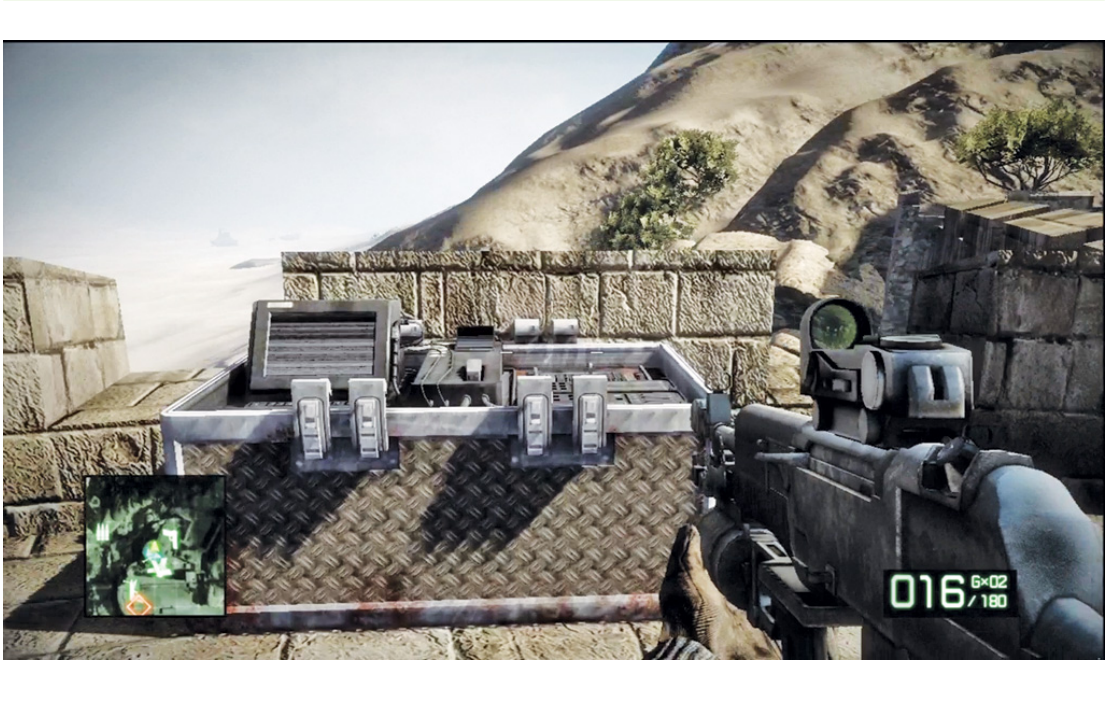


As you near the larger circular turret at the top of the fortress, your team comes under attack by two MI28 attack helicopters. Quickly grab one of the nearby M2CG rocket launchers and go to work. Take cover behind the ramparts while the choppers attack, then look for an opportunity to return fire. Wait until they pull to a hover before launching a rocket. For best results, wait until the choppers are relatively close, otherwise you'll need to compensate for range by aiming slightly above your target. Keep up the attack until both choppers are destroyed. It takes two hits to destroy each.

Tip



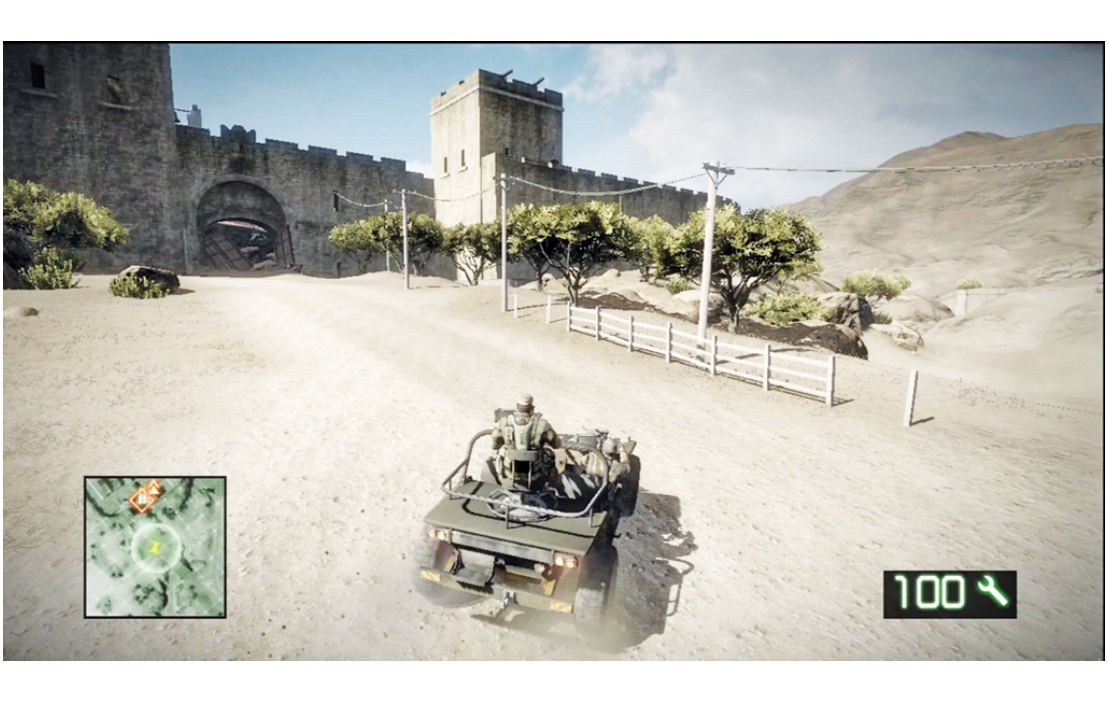
If you're having trouble hitting the choppers with the M2CG, try using the nearby KORN anti-tank missile launcher. This weapon allows you to guide the missile toward the target, making it much easier to hit the elusive choppers. However, you're exposed while behind this weapon, so don't stay here too long. Fire a missile, then take cover.



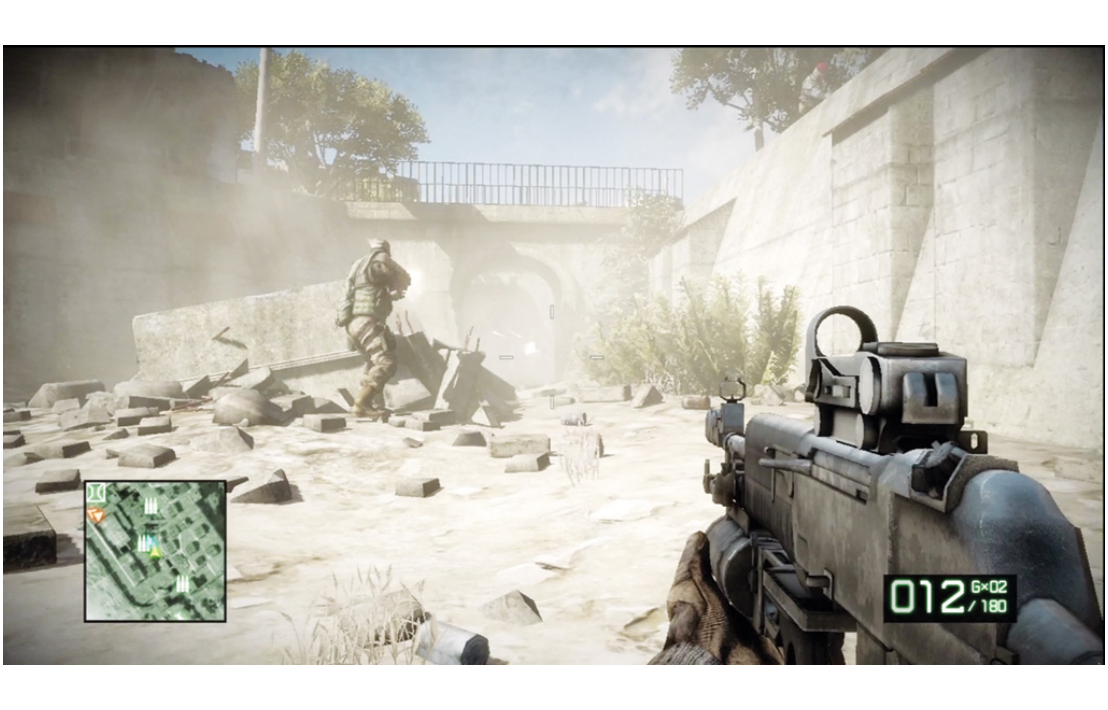
Once the choppers are down, turn to the north side of the turret to locate an M-COM station. Attach a charge to it, then proceed to the objective marker on the lower part of the fortress.

At the station, Sweetwater says he needs to stay here and prevent the signal from oscillating while you, Sarge, and Haggard proceed to the next station. Jump in the nearby CAVJ and proceed to Base Station Bravo.

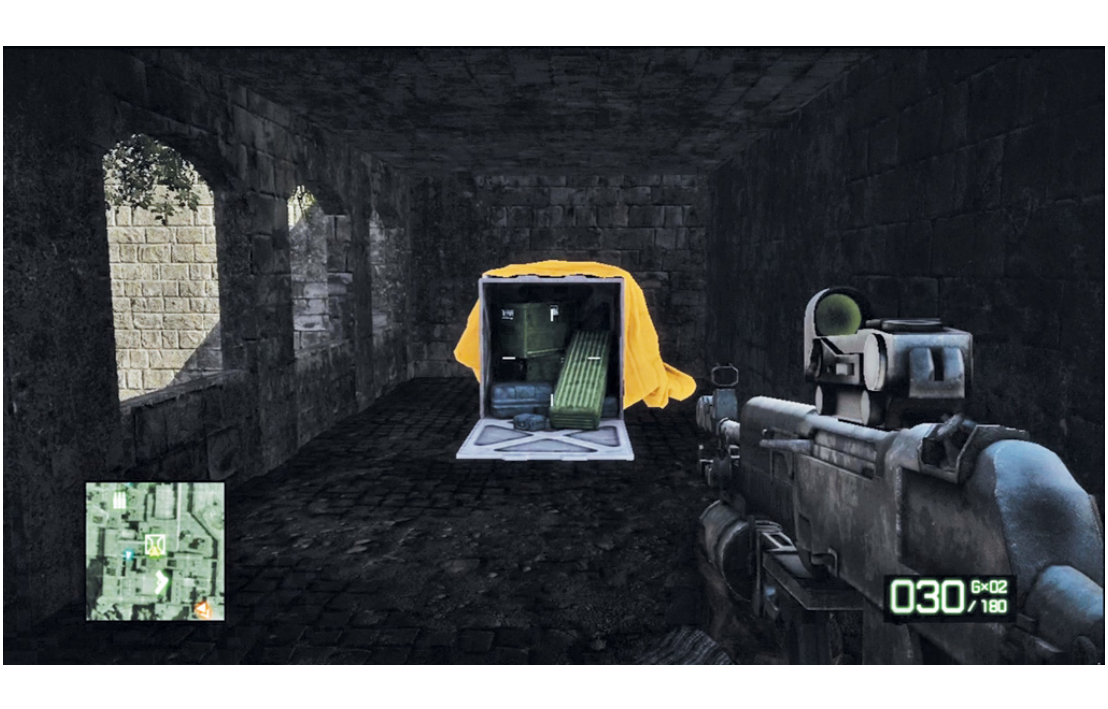
3. Locate Base Station Bravo



Bravo is located directly to the west. Follow the dirt road down the hill and then cross the desert, driving toward the old village surrounded by a tall stone wall. A dirt road leads toward its northern gate, which is barricaded. There's a smaller entrance next to the gate that you can walk through.

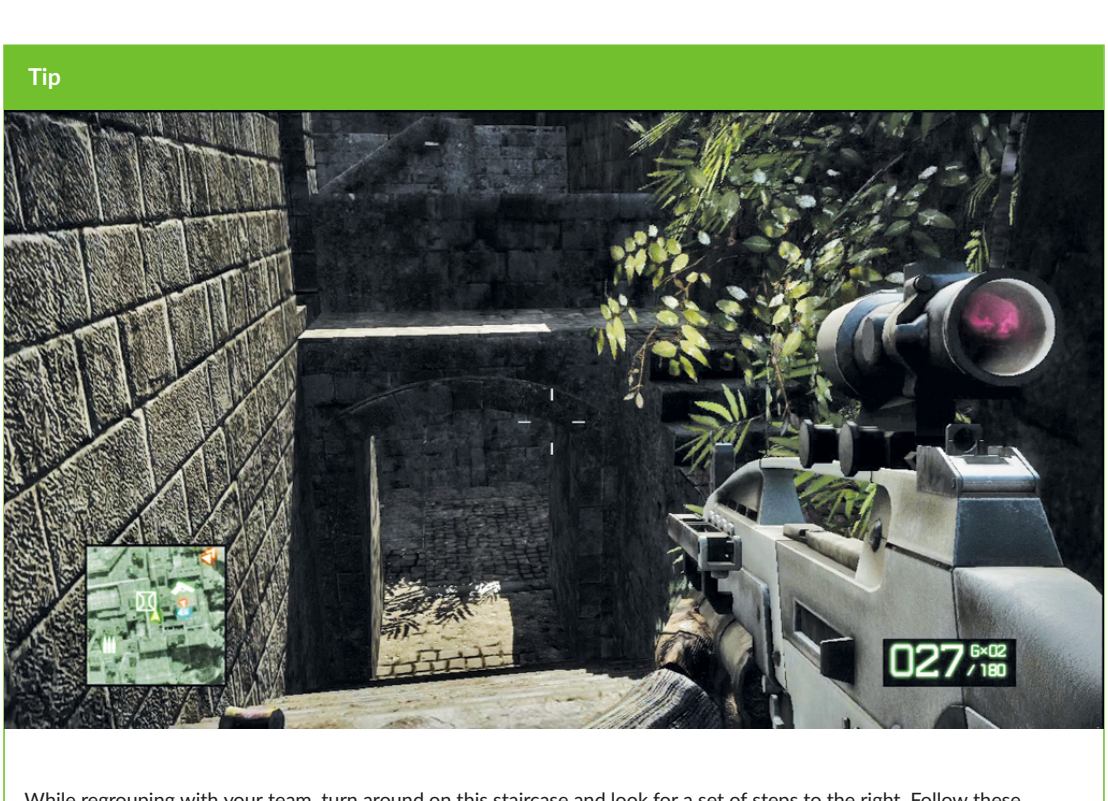


Enter the village and follow your team through the winding corridor until you reach this dusty courtyard. An MI28 flies overhead, but doesn't attack, so hold your fire. Instead, watch for a group of Russian troops on the walkway ahead. Take cover behind the bathtub and engage these enemies. Afterward, let Haggard and Sarge lead the way through the next passage and be ready to engage more enemy troops at close range.

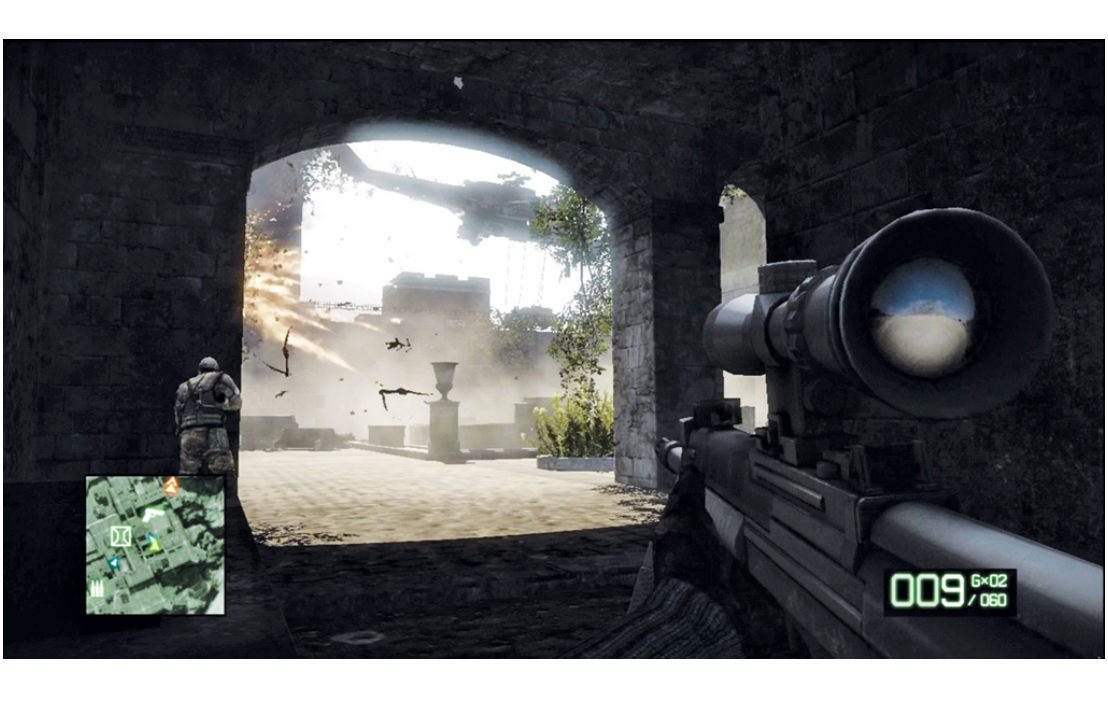


Clear out the enemies in your way and follow your team to the next area. As your team moves ahead, watch for a set of steps on the left. These lead to an upper-level enclosed balcony where a supply drop crate is located. Refresh your arsenal with an assault rifle and sniper rifle of your choice. Things are about to get crazy, so make sure you're comfortable and competent with each weapon you select. Once you're well-equipped, regroup with your team.

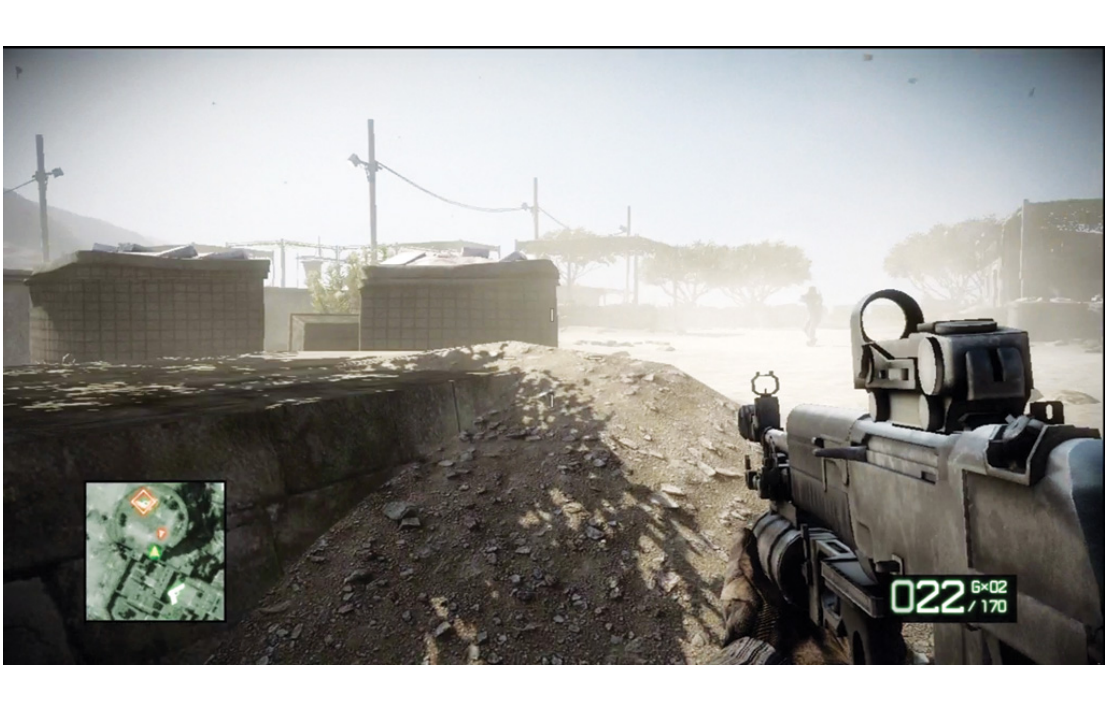
Tip



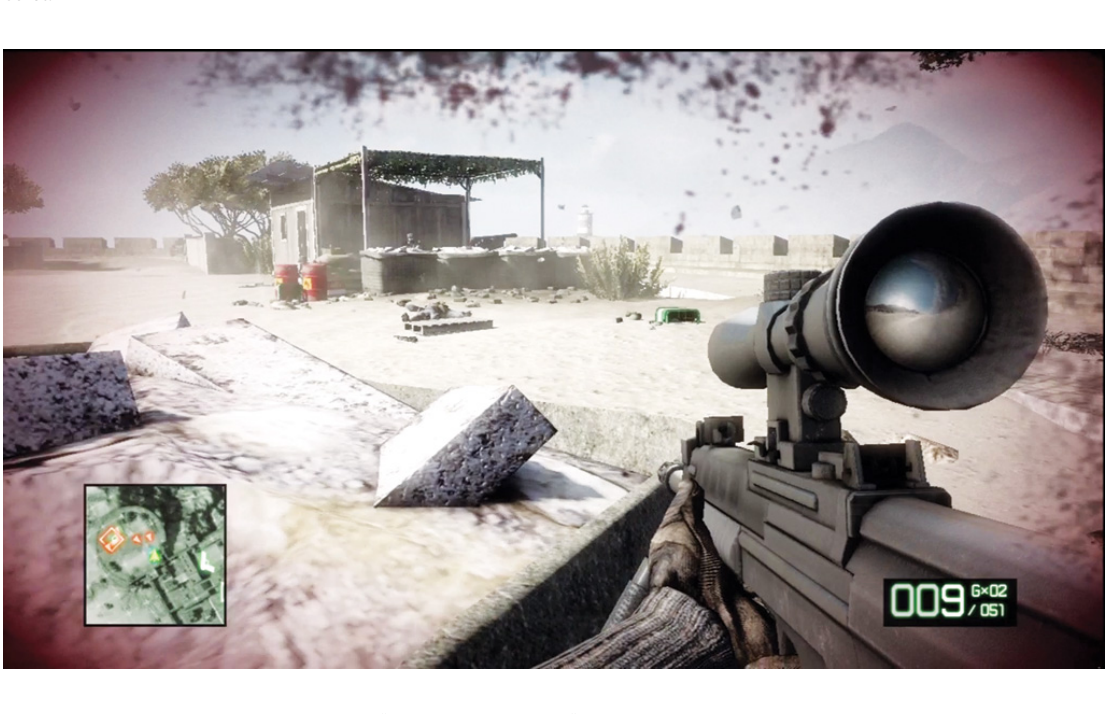
While regrouping with your team, turn around on this staircase and look for a set of steps to the right. Follow these obscured steps to reach the narrow path above the archway to enter a small alcove containing an M-COM station. Attach a charge to the box, then drop off the ledge to rejoin your team.



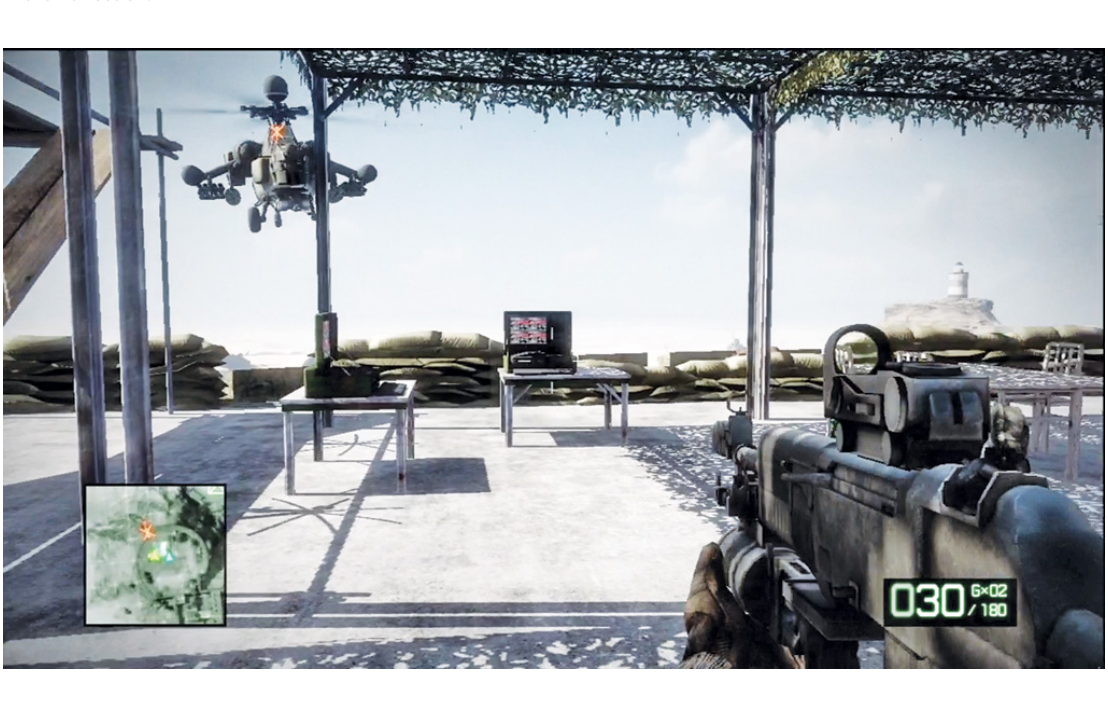
Sarge and Haggard are holding near the entrance to a large courtyard. Hold in this passage and snipe a couple of enemies on the opposite wall. Meanwhile, an MI24 hovers above the courtyard and drops off reinforcements. When the chopper shows up, retreat deeper into the passage to avoid being hit by the helicopter's cannon. Plus, the chopper kicks up a lot of dust, making it tough to spot any targets. Once the chopper has left, resume sniping from this passage. The stone planter boxes offer decent protection while they last. Once the courtyard is clear, follow your team to the next area. Along the way, pick up an M60 in the dry fountain at the center of the courtyard.



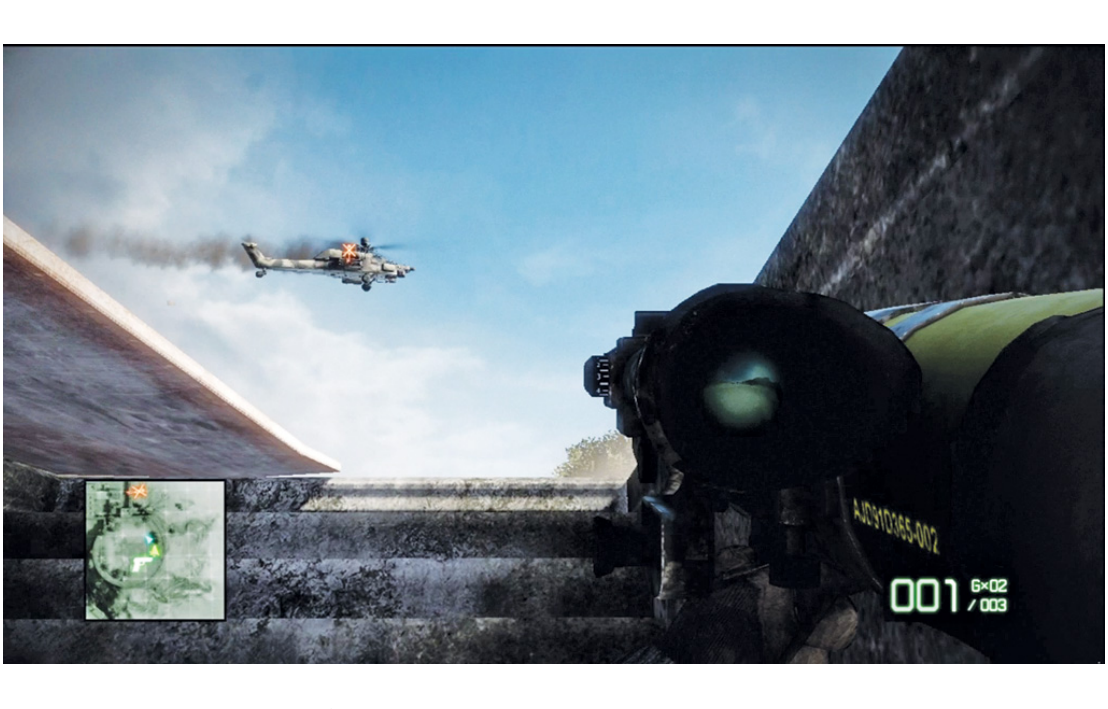
When you catch up with Sarge and Haggard, make sure both of your weapons are reloaded, then charge up the steps leading toward Base Station Bravo. This area is heavily defended by Russian troops, so don't stand around trying to kill everyone. As soon as you reach the top of the steps, rush over to the cube-shaped barricades on the left and crouch to avoid getting hit by incoming fire. Once behind cover, peek over the barricade and engage one enemy at a time, ducking back down after every burst.



When Haggard warns that more troops are "coming over the wall," turn to the right and watch for more enemies taking cover behind the barriers near a wooden shack. Target the red barrels on the left side of the barriers to take out most of the enemies hiding here. Afterward, help your team clear the area. Use the minimap to locate the last few stragglers and lob a few grenades in their direction.



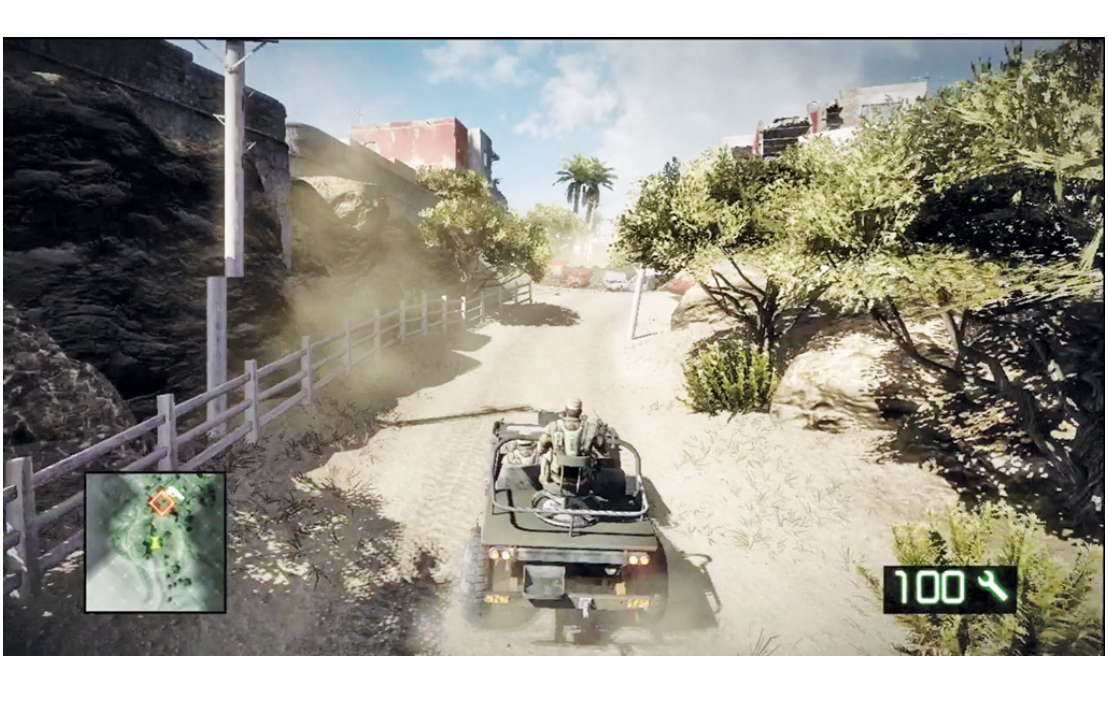
Before you can access Base Station Bravo, another MI28 attack helicopter arrives. Grab the nearby M2CG rocket launcher and try to score a quick hit on the chopper before it begins its evasive flight pattern. Scoring a hit at this range is easy, meaning you only have to hit the chopper one more time to destroy it.



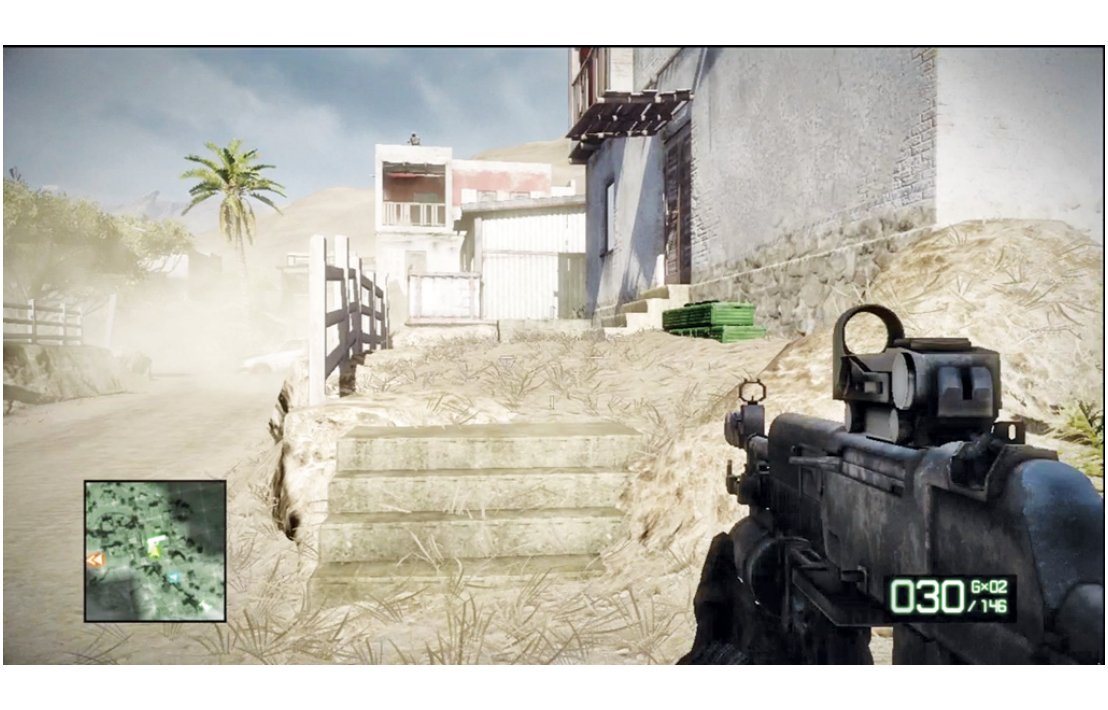
To avoid getting killed by the chopper's constant cannon attacks, seek shelter in this cellar-like hatch near the station. Wait out the barrages and look for opportunities to counter attack when the chopper pulls to a hover. Aim a bit high to compensate for range, as the rocket will drop a little during flight. This chopper flies around more than the two back at Base Station Charlie, so monitor its patrol patterns to anticipate when it's going to hover. Zoom in as the chopper's nose tilts up, then fire just before it comes to a complete stop to score the lethal hit.

Immediately following the MI28's destruction, Haggard moves to the station and adjusts the signal—two down, one to go. Haggard needs to stay here and stabilize the signal while you and Sarge proceed to the next station.

4. Locate Base Station Alpha

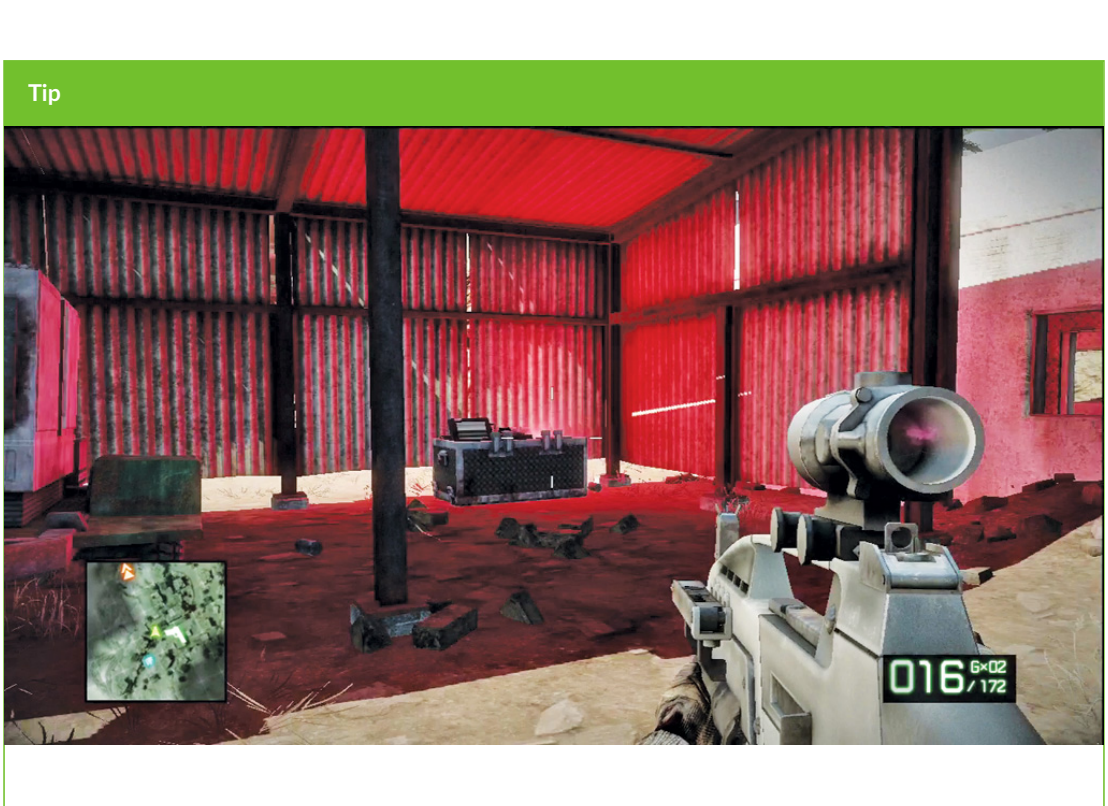


Hop in the CAVJ outside the village and head southwest to Base Station Alpha. To reach the station you must first pass through a Russian-occupied village—and they're expecting you. A roadblock prevents you from racing through the village, so as you near the outskirts, ditch your ride and take cover. There are snipers and enemies with rocket launchers waiting to ambush you. Stay near the roadblock and engage as many enemies as possible before pushing into the village.

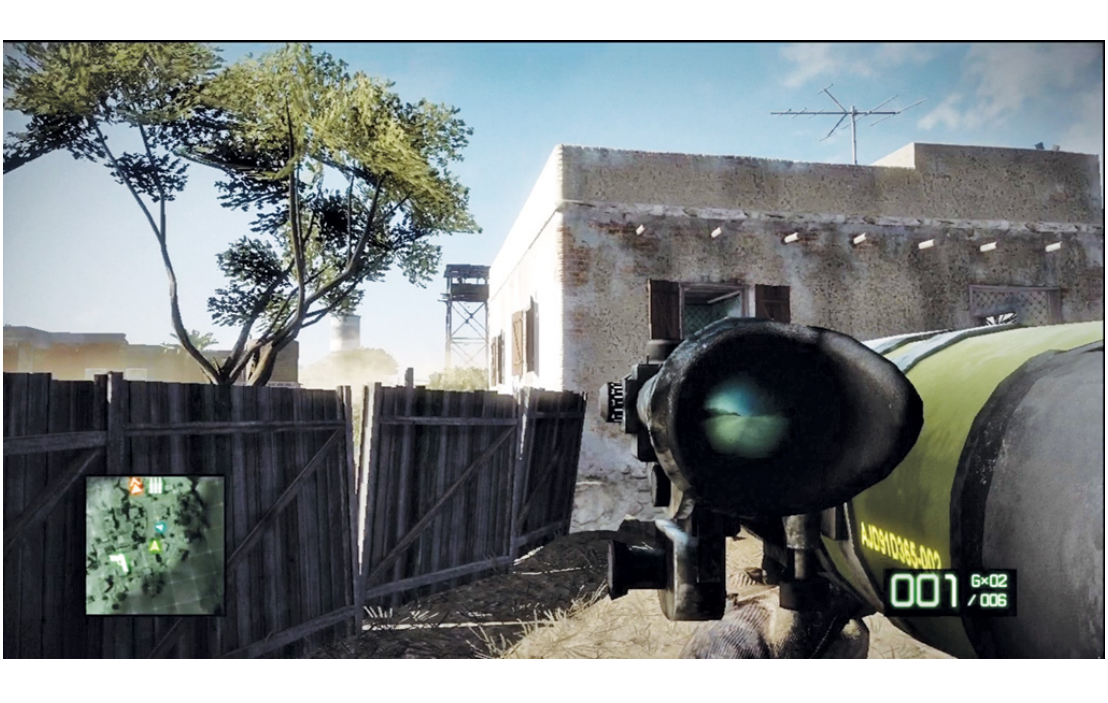


Climb over the roadblock and cautiously enter the village, sprinting from one piece of cover to the next. Listen for the distinct crack of sniper rounds whizzing through the air. This village is swarming with snipers, so proceed slowly and deal with one sniper at a time. Not far past the roadblock there's an F2000 assault rifle on the right side of the road. Add it to your collection.

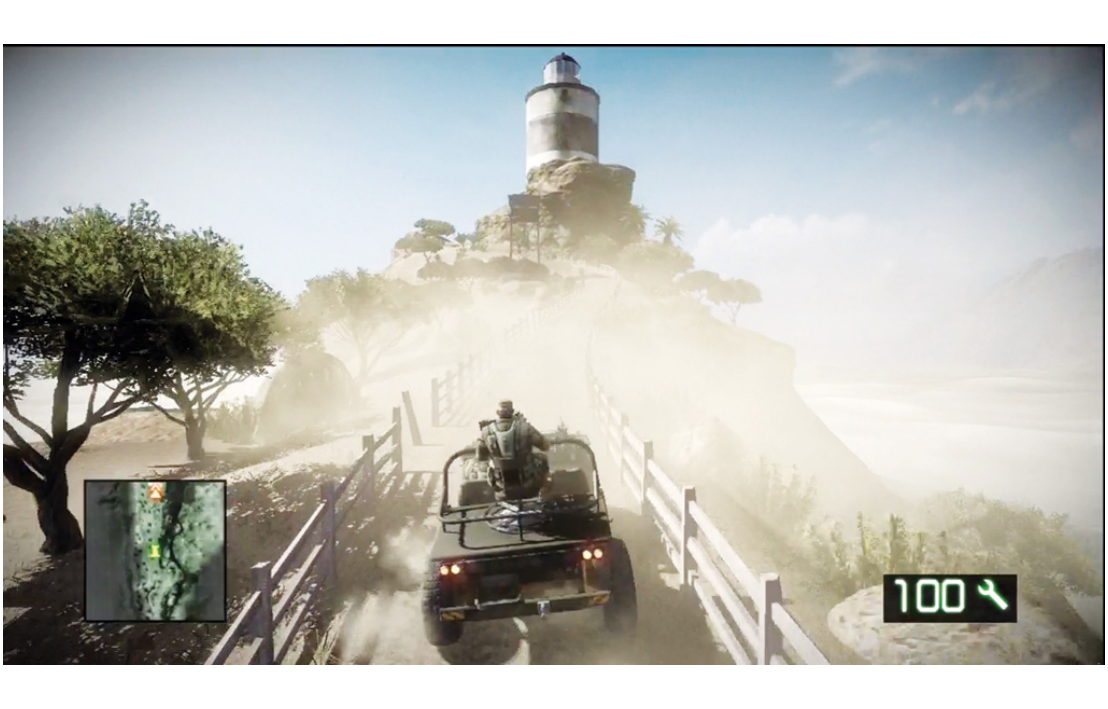
Tip



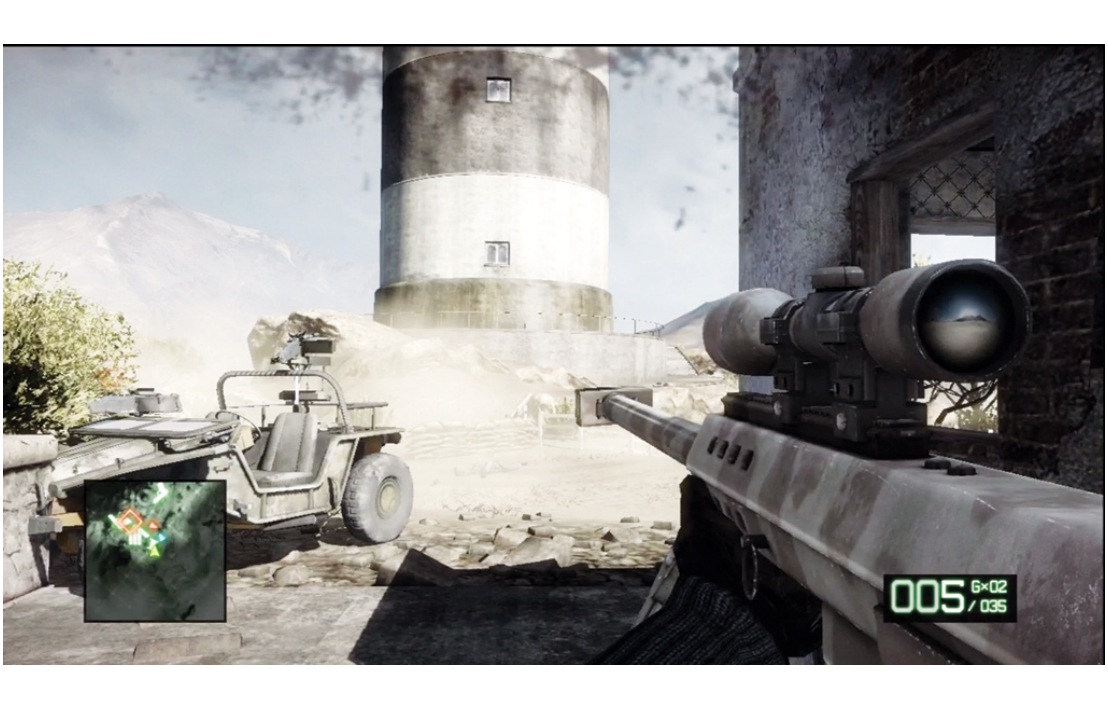
After grabbing the F2000, cross the street and take out the M-COM station inside this shed. Make sure all the snipers in the area are eliminated before attempting to cross the street.



Instead of advancing along the road, stay to the west side, moving through the various buildings. These buildings provide great cover and concealment, denying the snipers easy targets. On the south side of the village is a tall guard tower where the most troublesome sniper is positioned. Either take him out with a sniper rifle of your own, or target the tower with a rocket launcher. Simply landing a rocket anywhere at the top of the guard tower is enough to kill the sniper. Beyond the guard tower is a supply drop crate. Consider refreshing your arsenal before resuming the advance to Base Station Alpha.



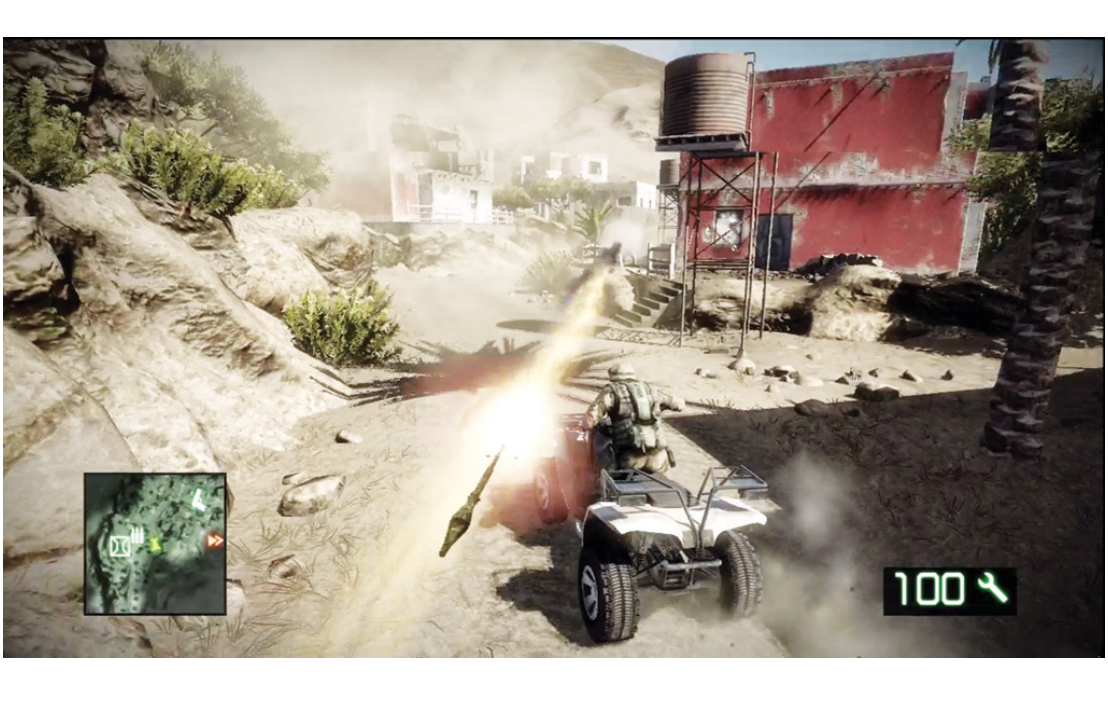
Climb aboard the CAVJ on the south side of the village and race along the narrow dirt road toward the lighthouse. As you near the top of the hill, use the vehicle's grenade launcher to clear out a few of the Russian troops guarding the station. But don't park the vehicle on the road, as you could take a direct hit from an incoming rocket.



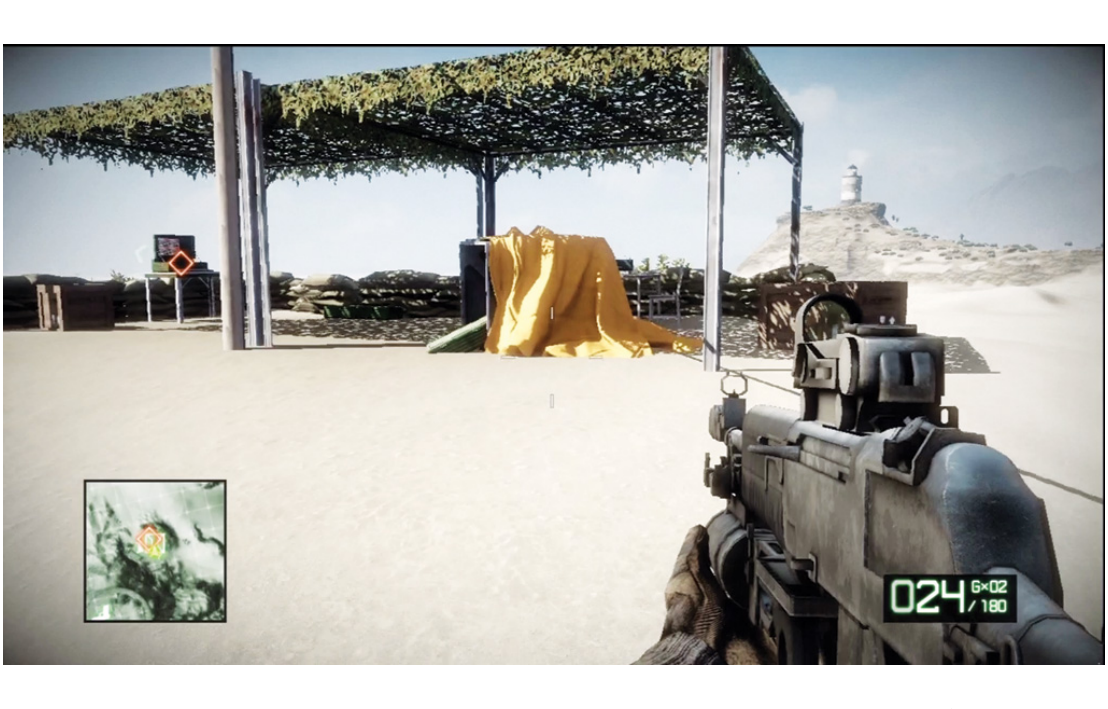
Race up the hill and hop out of the vehicle, taking cover in the building directly east of the lighthouse. From here you can help Sarge eliminate the rest of the defenders. Once it's clear, search the surroundings for more weapons. There's an M2CG and F2000 near the station and a M60-S by the lighthouse.

Move to the station so Sarge can stabilize the signal. Now that three signals are established, you need to move to another station to uncover the Sangre del Toro's location. Sarge has to stay behind and maintain the signal, so you're moving out on your own. Before heading out, destroy the M-COM station near Sarge's terminal.

5. Move to Triangulation Point

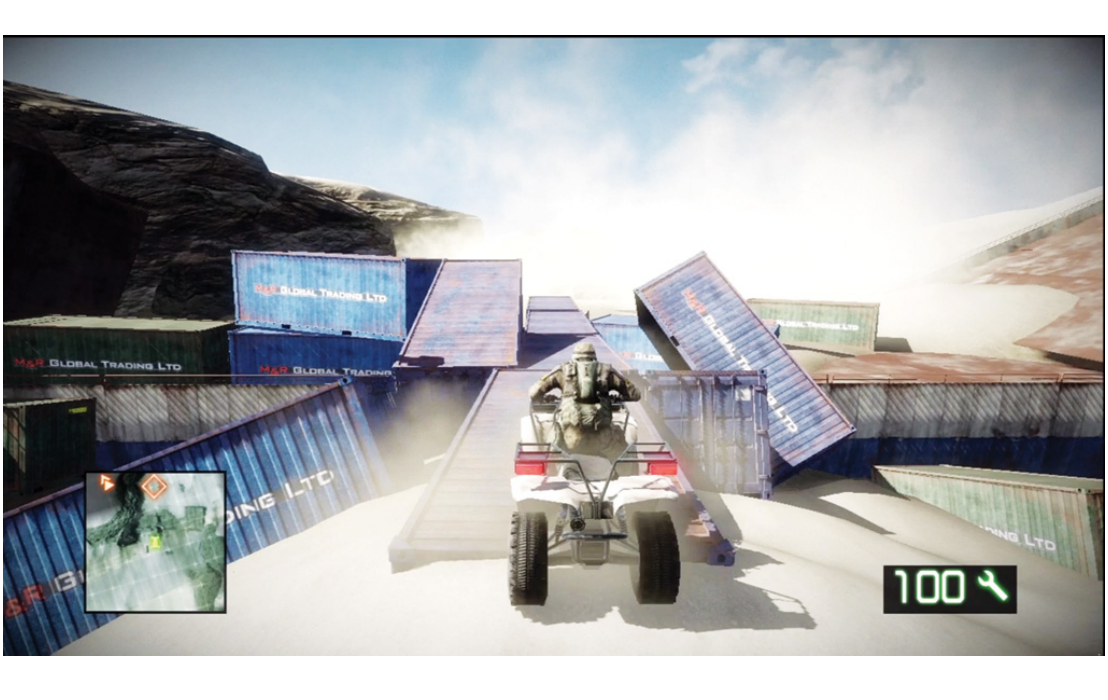


Hop onto the nearby ATV and race back toward the village. By now more Russian troops have reoccupied the village in an attempt to halt your escape. Speed is your best ally in this fight. Don't slow down, even as rockets and bullets whizz past you. When you near the roadblock, accelerate up the red ramp to jump over the obstacle.

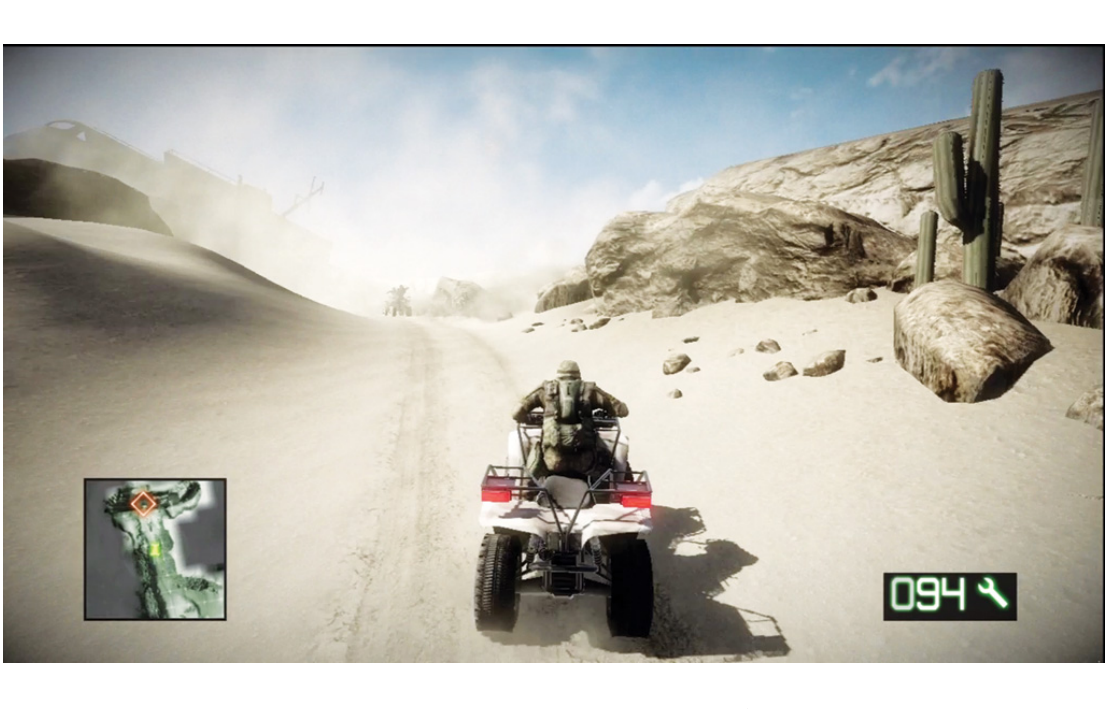


Beyond the village, proceed to the objective marker on your minimap, just south of Base Station Bravo. There's a supply drop crate here as well as another terminal. Choose some new weapons if you want, then approach the terminal to synchronize the data. Sweetwater checks in with new instructions and the alleged location of the Sangre del Toro. You don't have time to regroup, so it's up to you to proceed to the freighter and find out what's so special about this ship.

6. Find a Route to Sangre del Toro

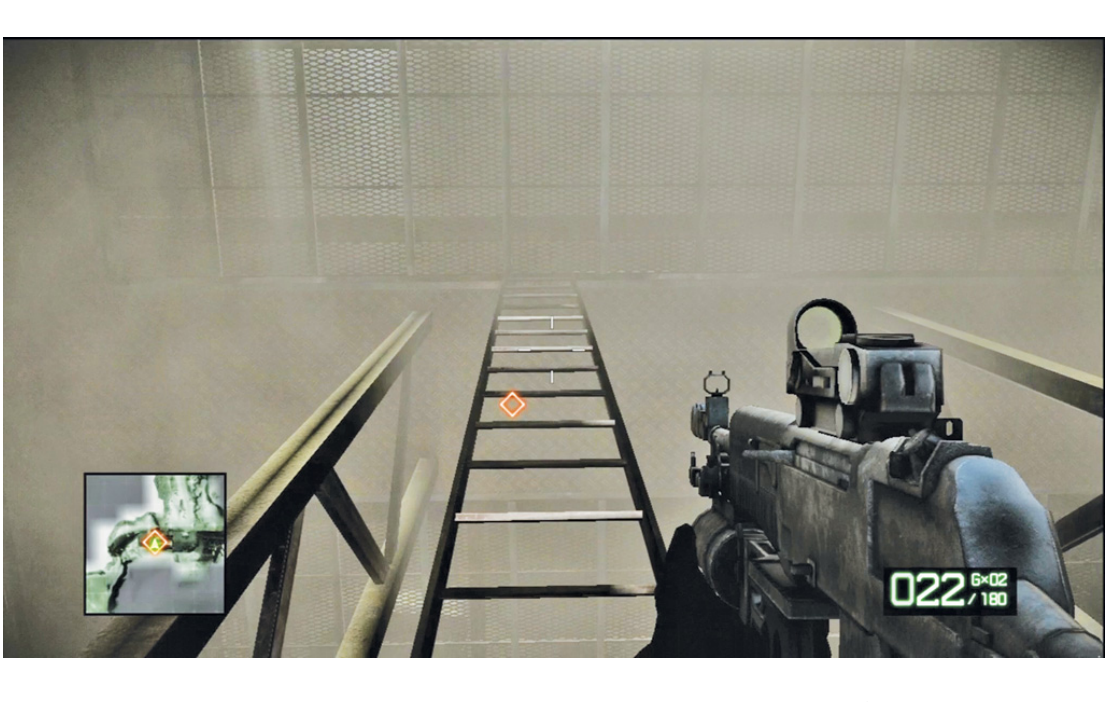


After the escape from the village, your old ATV might have taken some damage. Climb aboard the new one by the terminal and head toward the objective marker. This takes you to the far south, through a dusty canyon. The wreck of an old container ship blocks your path through the canyon, requiring you to solve a little puzzle. Hop off your ATV, look for a small cluster of red barrels on the ship's deck, and shoot them. The explosion causes a few of the containers to shift, creating a makeshift bridge over the wreck. Climb back onto your ATV and race over the containers to reach the other side of the canyon.

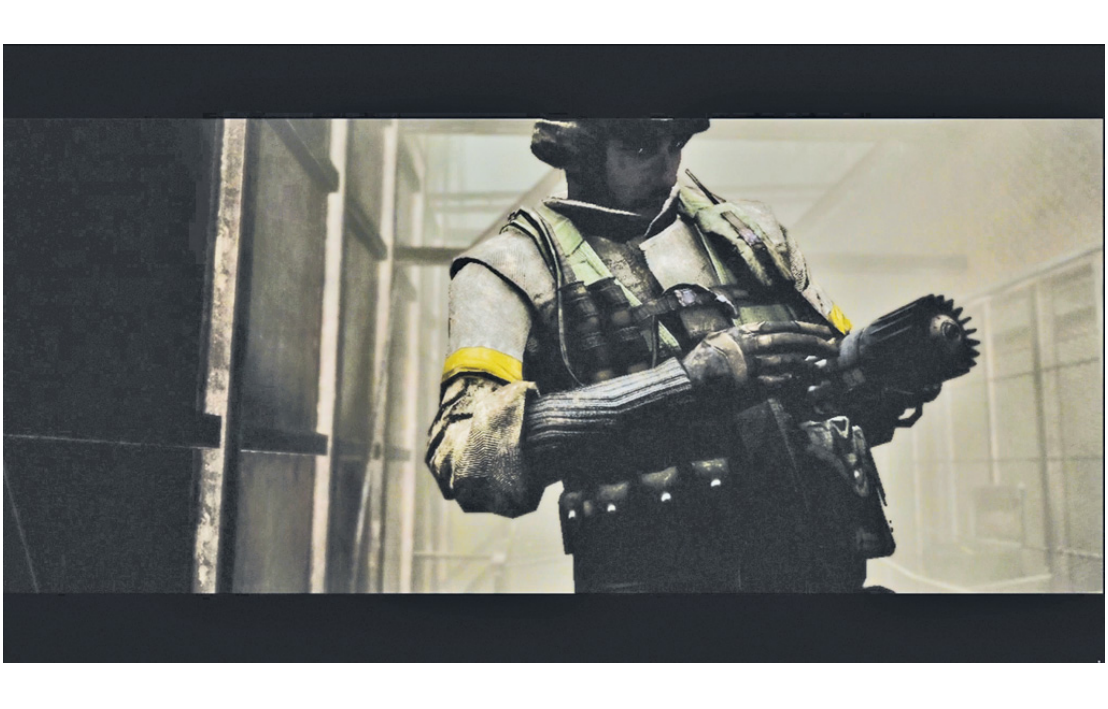


As you near the Sangre del Toro, a few Russian ATVs appear on the road ahead. There's no way for you to retaliate, so keep racing ahead, swerving as necessary to avoid incoming rockets. This race automatically ends when you reach the ship, so just keep moving ahead at top speed to avoid these threats.

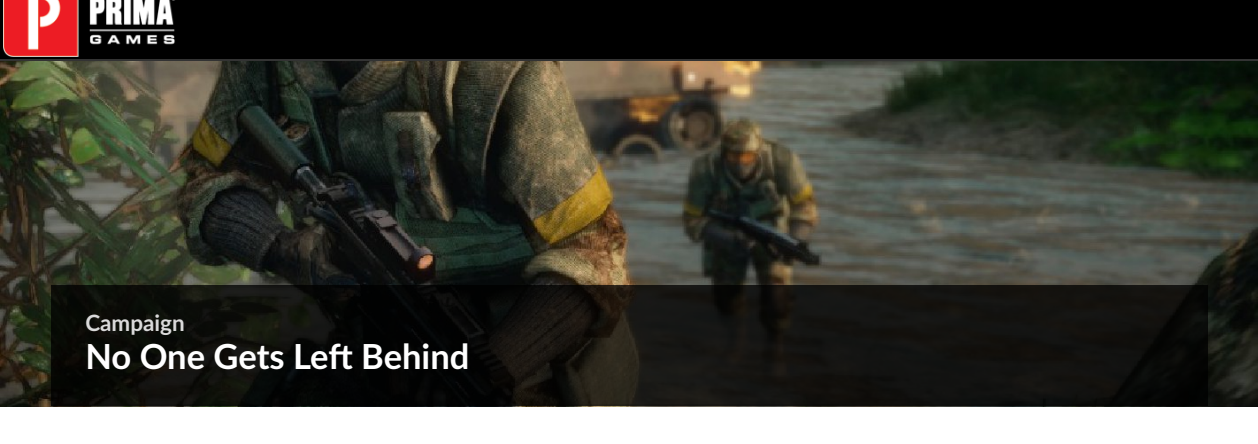
7. Investigate Ship Interior



Marlowe is seen boarding the ship in a cutscene. Following the cinematic, navigate through the ship's interior to find the prize Kirilenko has been looking for. The ship's interior is little more than a brief obstacle course. Crouch and crawl through a hatch and proceed through the cargo hold. Finally, climb up a ladder, serving as a ramp to an upper level to reach the objective marker, triggering the mission's final cutscene.

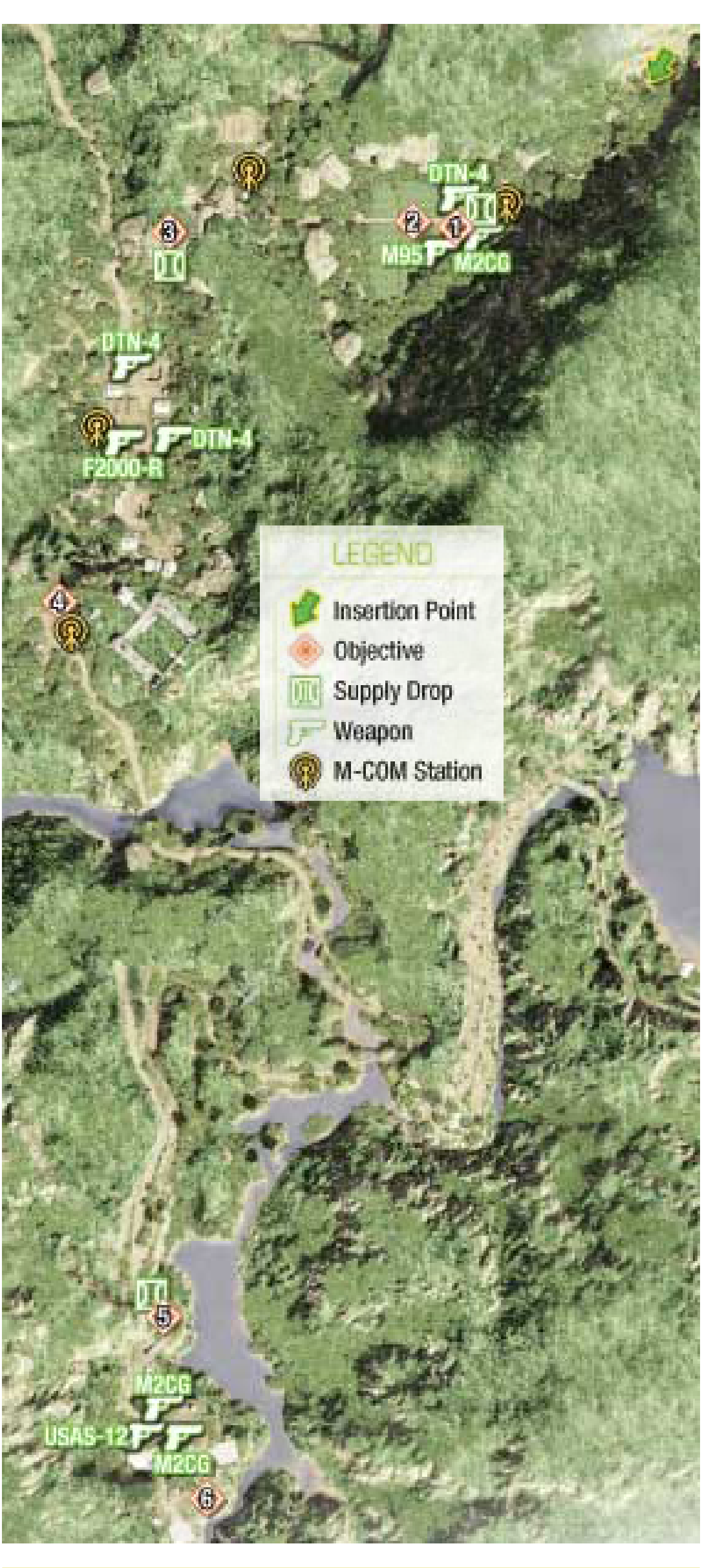


In a nondescript wooden box, Marlowe finds some old documents with details on Operation Aurora. Apparently the Japanese had scalar technology as early as 1943. The U.S. attack on the island was a suicide mission—and high command knew it. They just wanted to see what the scalar weapon could do. Marlowe also finds an odd-looking device with Japanese markings. Perhaps this is what Kirilenko is after? Aguire orders Marlowe to take the device and get out. They'll have time to study the device and Kirilenko's intentions later.



Campaign

No One Gets Left Behind

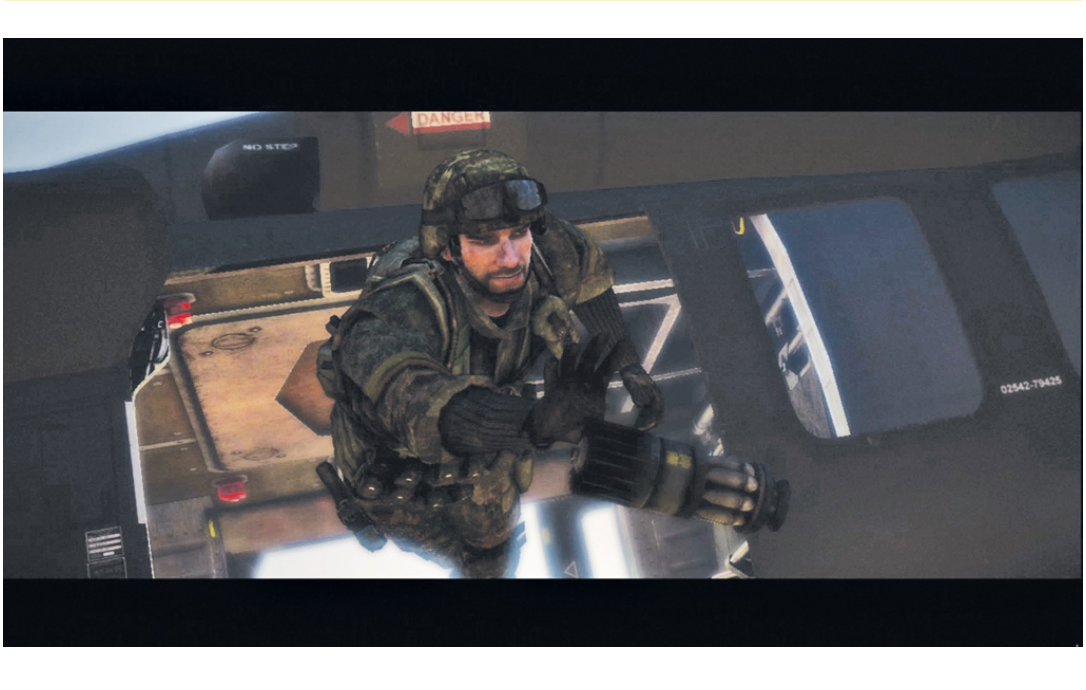


Mission Collectibles

M-COM Stations: 4

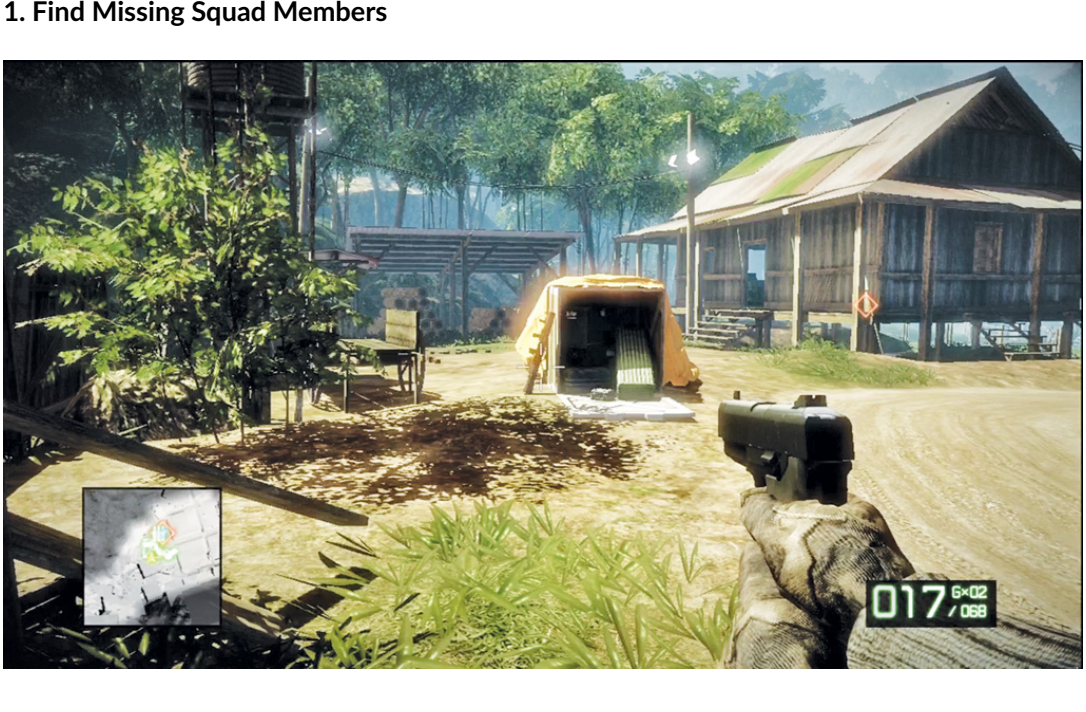
Collectible Weapons:

- M95 sniper rifle
- M2CG rocket launcher
- DTN-4 remote detonator
- F2000-R assault rifle
- USAS-12 shotgun



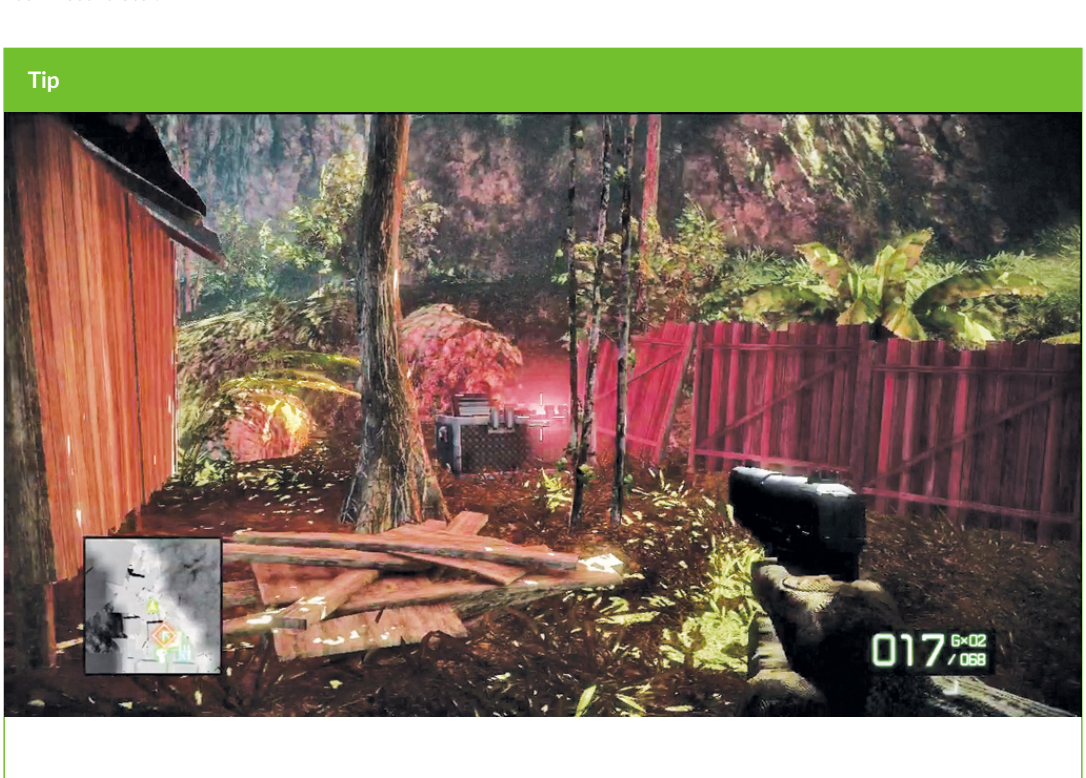
With the Japanese device in their possession, the guys from Bad Company head north to rendezvous with Aguire. It's still unclear what the device is or what Kirilenko wants it for. Suddenly, Flynn's chopper is rocked by an incoming missile. Flynn wants everyone to bail out while he attempts to land the damaged chopper. During the commotion, Marlowe notices the Japanese device rolling around the floor of the chopper. As it tumbles out the door, Marlowe leaps after it, grabbing the device in midair. Fortunately Marlowe is wearing a parachute. The chute opens automatically, but you can gradually steer it during the descent. Regardless of where you end up landing, you're a long way from your team.

1. Find Missing Squad Members



Armed with only a pistol, you need to travel south to begin the search for your squad. Center the objective marker on the HUD and begin walking through the jungle. There are no hostiles in this part of the jungle, so don't worry about creeping around stealthily. Simply advance until you spot a few shacks in a clearing. Outside the shacks is a supply drop crate. Take this moment to grab an assault rifle and sniper rifle. There's also a M2CG rocket launcher leaning against the crate, but don't grab it yet. You'll need it later.

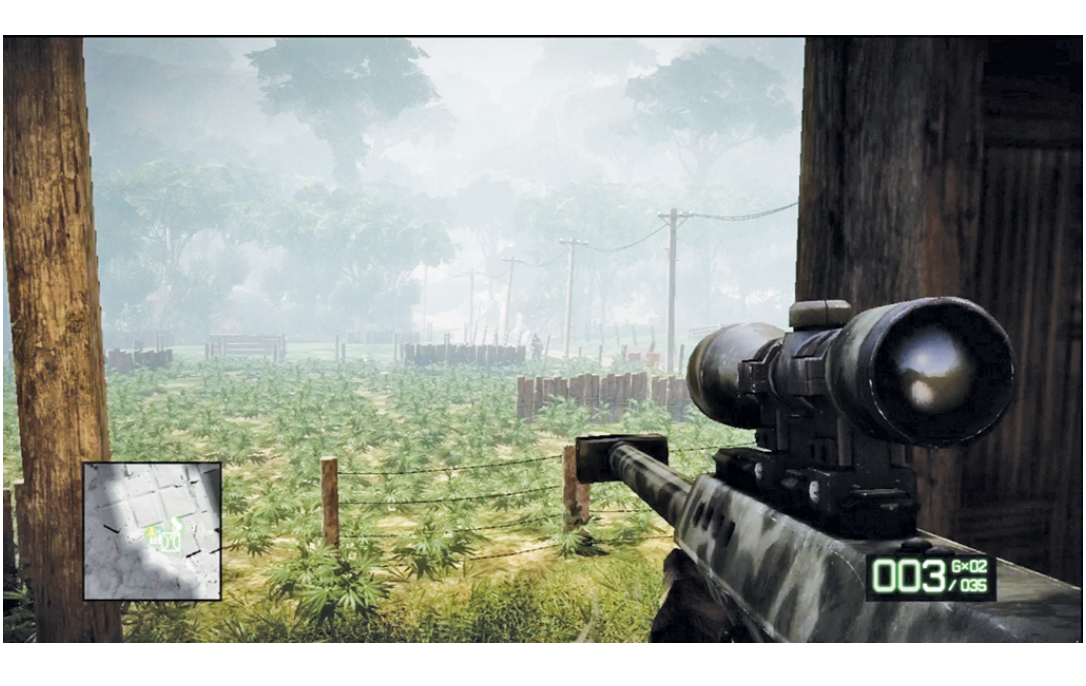
Tip



Before proceeding to the objective marker beyond the supply drop crate, search around the shacks on the east to spot the level's first M-COM station. Blow it up!

Once you're well-stocked with weapons, proceed to the objective marker in the nearby shack. Sweetwater waits inside as approaching voices can be heard in the fields to the west. You need to defend this building from a militia attack. There's an M95 sniper rifle inside the shack to assist. If you don't already have one, consider grabbing it now.

2. Repel Enemy Counterattack



Equip the M95 and take up a position at the window on the left side of the door. Zoom in and watch as several militia members rush down the dirt road to the west. Pick off targets as soon as they come into view. The M95 is a bolt-action rifle, meaning it's rather slow to operate, but it also is a one-shot kill weapon. Make each shot count. Explosive rounds can quickly reduce the shack to rubble, taking away your cover, so prioritize enemies carrying rocket launchers.

Tip

There are several red explosive barrels in the field. Avoid hitting these objects until enemies are nearby. If you time it just right, you can eliminate several enemies with one shot.

During the fight, keep an eye on the minimap to locate nearby targets. If they get too close, they may flank you. Instead of sniping these guys, equip your assault rifle and take them out before they can encircle the shack. At this range these guys can be very deadly, especially if they start lobbing grenades. Maintain a safe perimeter around the shack at all times.

Halfway through the attack, Sweetwater relocates to the neighboring shack to the north. Follow him. During this wave, the enemies have mounted a couple of grenade launchers in the fields. Quickly locate these positions and take out the gunners. If they start rapidly lobbing grenades in your direction, it's all over. Use the M95 to snipe these threats, and keep an eye on these positions to make sure no other enemies take control of the mounted grenade launchers. Once the gunners are down, pick off the rest of the militia in the field.

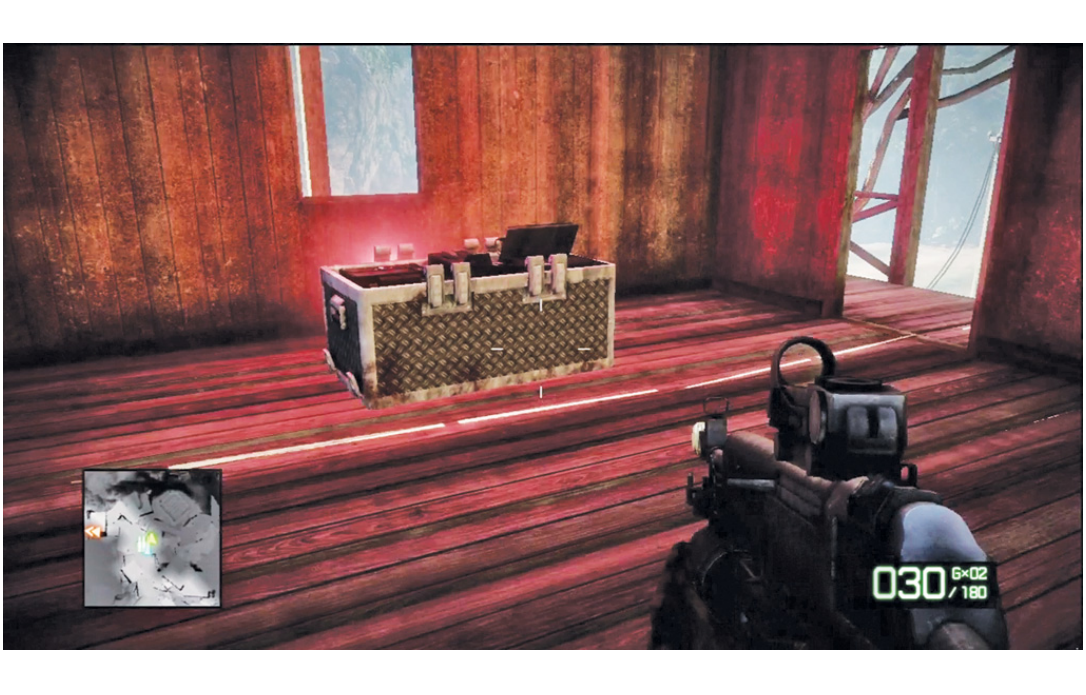
When you spot a BMD3 rumbling down the dirt road to the west, rush outside and grab the M2CG rocket launcher leaning against the supply drop crate. Return to the northern shack and attack the BMD3 with rockets. It takes two hits with the M2CG to take out the enemy vehicle. Don't neglect the militia members rushing alongside the BMD3. Once the vehicle is destroyed, switch to your assault rifle and aggressively target the enemy troops rushing toward the shack. If they get too close, they'll flank you, attacking from the east side. Don't let them get that close.

Tip

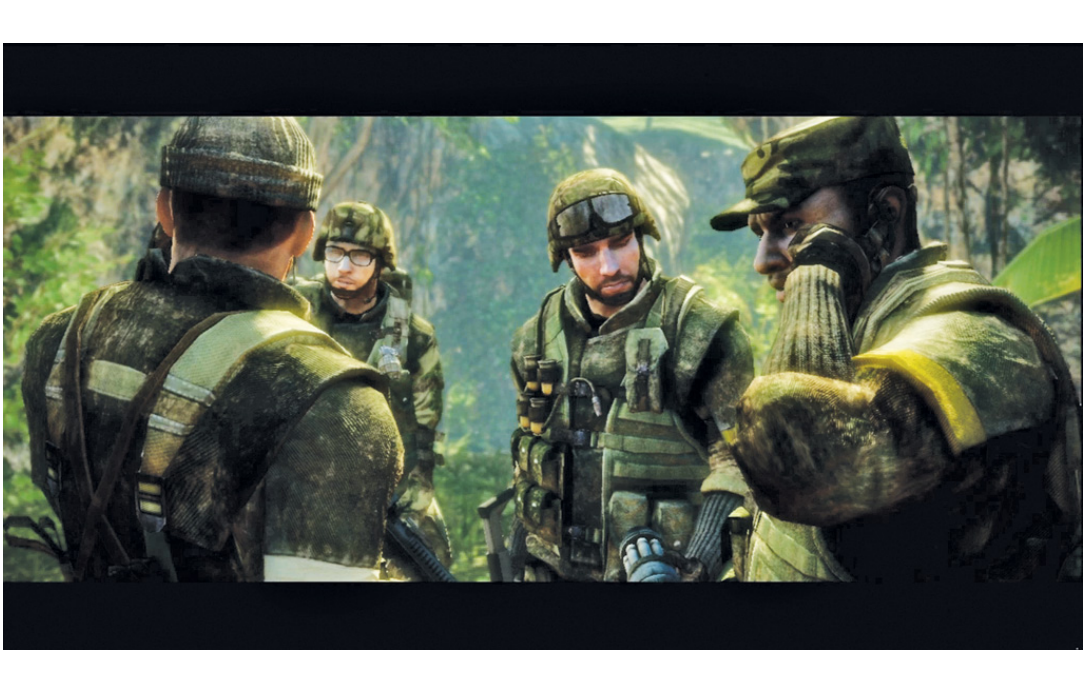
Try to hit the BMD3 early, while the militia members are still riding on top of it. Such a rocket attack will kill most of the infantry, allowing you to focus on the vehicle.

3. Find Missing Squad Members (Continued)

After repelling the attack, resume your search for Sarge and Haggard. Follow Sweetwater down the dirt road to the west. While moving out, Sarge checks in over the radio, but there's something wrong with the comms. He can't hear you. Keep pushing forward along the narrow jungle path until you spot a structure on the right. Use the M2CG to take out any militia hanging out on the porch, then cautiously approach with your assault rifle in hand.



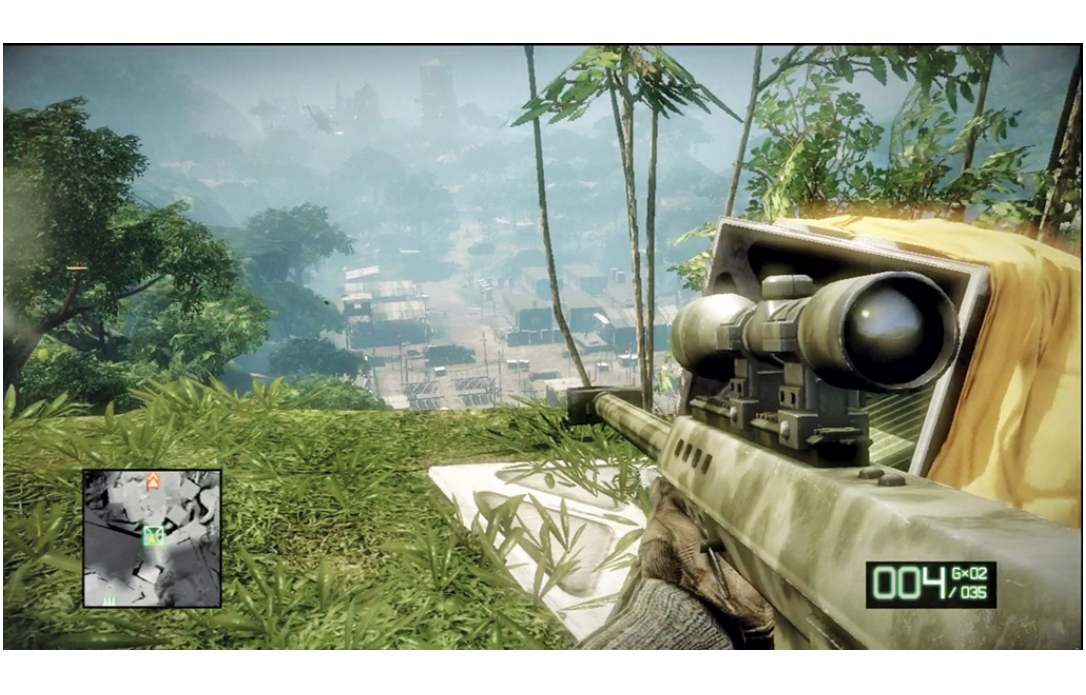
Leap over the fence on the side of the road and climb into the structure to locate an M-COM station. Slap a charge to the side of the box, then regroup with Sweetwater outside. Continue along the direct road—Sarge and Haggard are waiting for you.



As you regroup with the squad, Sarge checks in with Aguire. He wants you to deliver the device to him at a nearby compound immediately. But Flynn has been captured by the militia, and Sarge wants to rescue him first. The rest of the squad agrees—Aguire can wait. Raiding the prison camp where Flynn is being held won't be easy, however.

4. Find Detention Facility

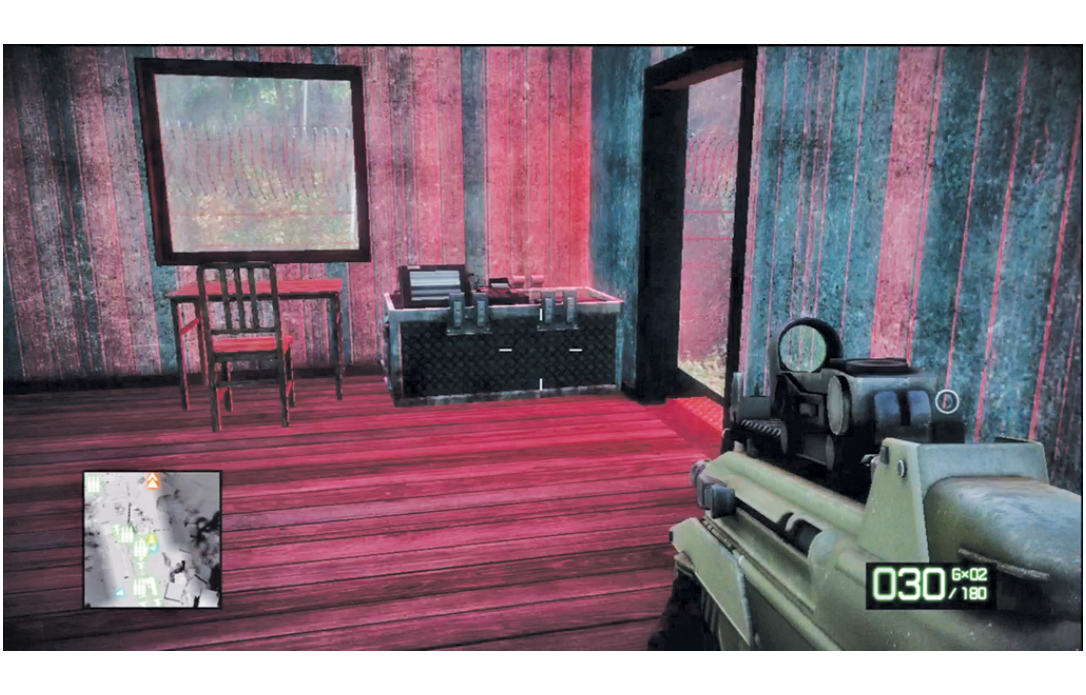
The entrance to the detention facility is located directly below your position and to the south. Before attacking, grab some weapons from the nearby supply drop crate. Pick up an M95 sniper rifle and a M2CG rocket launcher. It's time for some long-range destruction. Before picking off targets in the facility, turn to the west to spot a guard tower. The militia member in this tower is your first target. Snipe him with the M95.



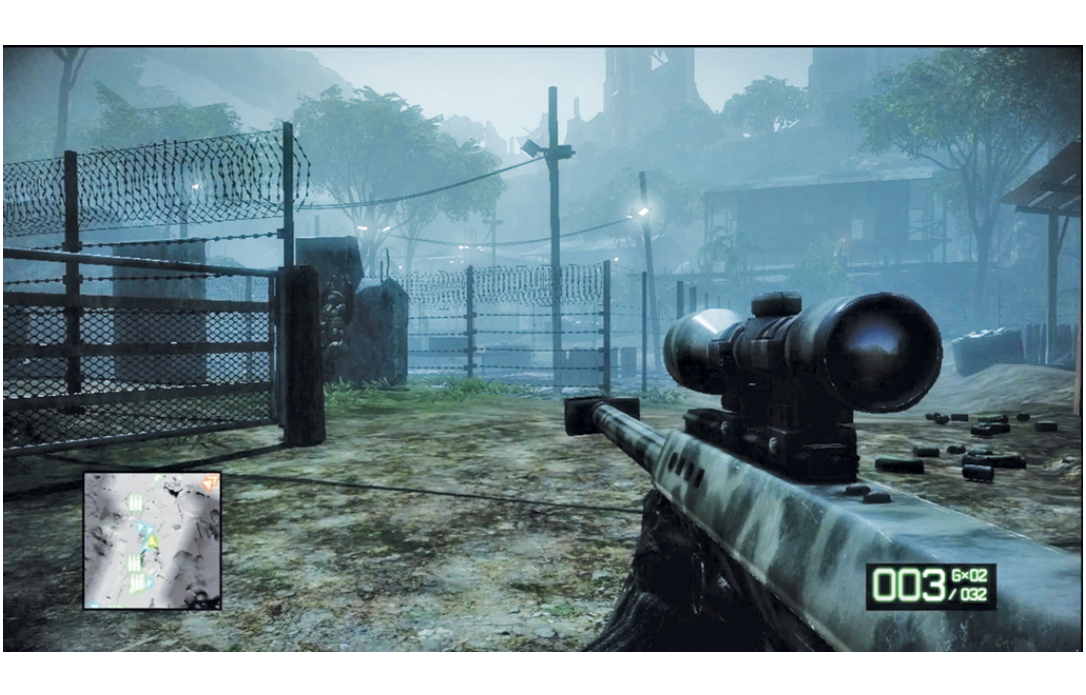
Simply firing the M95 is enough to put the guards in the detention facility on alert. Hold near the supply drop crate and begin sniping. Target the guys in the guard towers first, then look for other enemies manning machine guns or carrying rocket launchers. When you spot a VODN rushing toward the main gate, equip the M2CG rocket launcher and take it out. Hold this position and snipe as many targets as possible. As long as your squad is shooting, there's still available targets to snipe. Watch where your teammates are shooting to spot enemies hiding behind cover.

When the facility is quiet, access the supply drop crate once more and exchange your sniper rifle for an assault rifle. Cautiously descend the hill and advance into the facility. As you near the vertical concrete slabs ahead, a VODN rushes into view, along with a few militia members. Quickly take out the VODN with the M2CG rocket launcher or a couple of grenades fired from your assault rifle's grenade launcher.

Further down the road to the south is a machine gun, fitted with an armor plate protecting the gunner. A second machine gun is positioned in the guard tower to the south. A frontal assault is too dangerous, so sneak around the buildings to the east and flank the gunners.

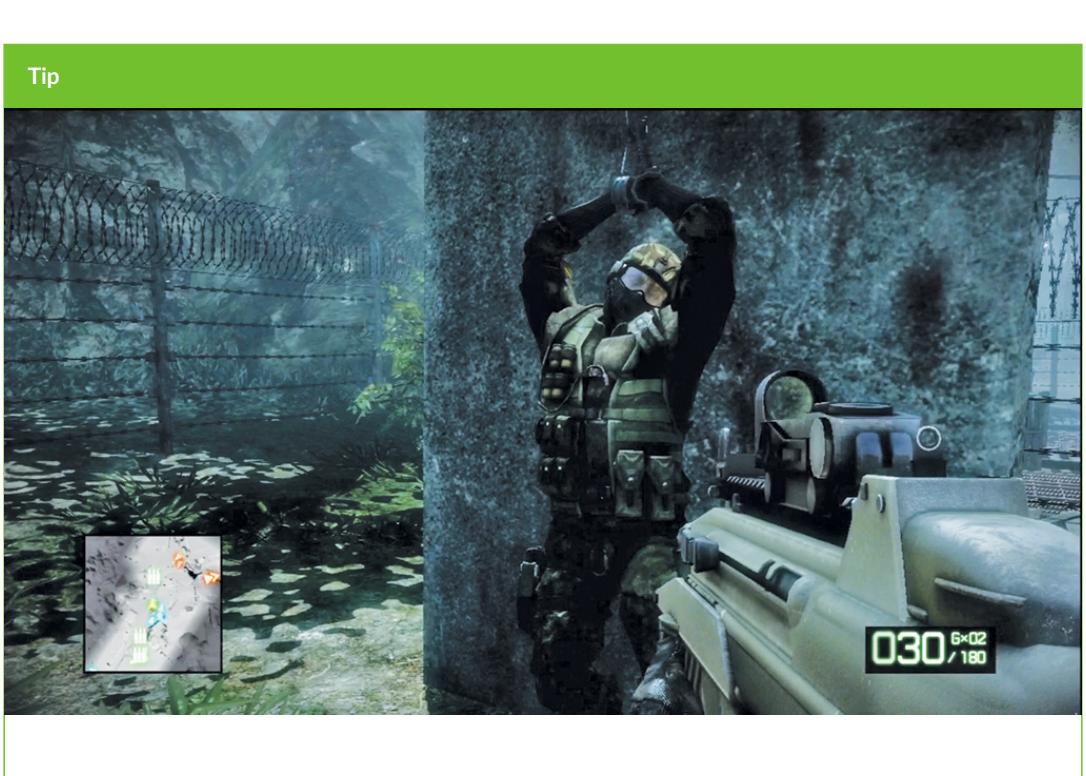


Before advancing further down the road, search this area for a few collectibles. There's an F2000-R assault rifle outside the barracks to the west. There's also an M-COM station in the barracks building in the southwest corner. Destroy it and then regroup with your squad.



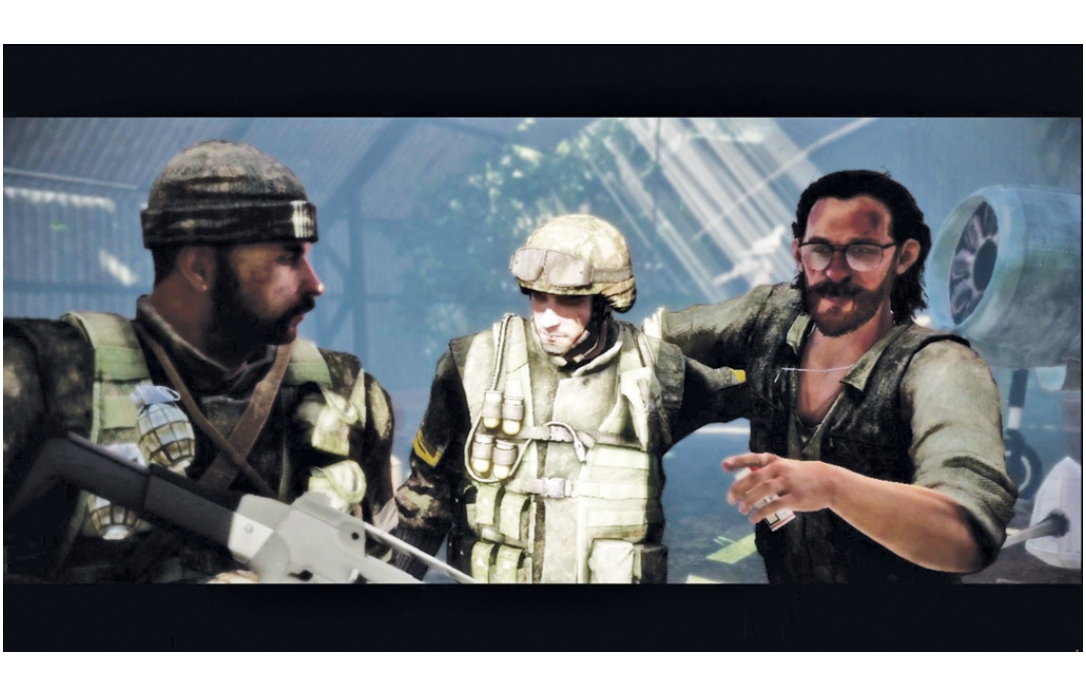
Continue down the dirt road leading south to reach another part of the detention facility. There are several more militia members posted in the buildings here, so advance with caution. Keep your distance and pick off as many enemies as possible from long range. If necessary, use your assault rifle's grenade launcher to blow apart some of the shacks, denying the enemy cover. Speaking of cover, the piles of logs on the right side of the road offer great protection.

Tip



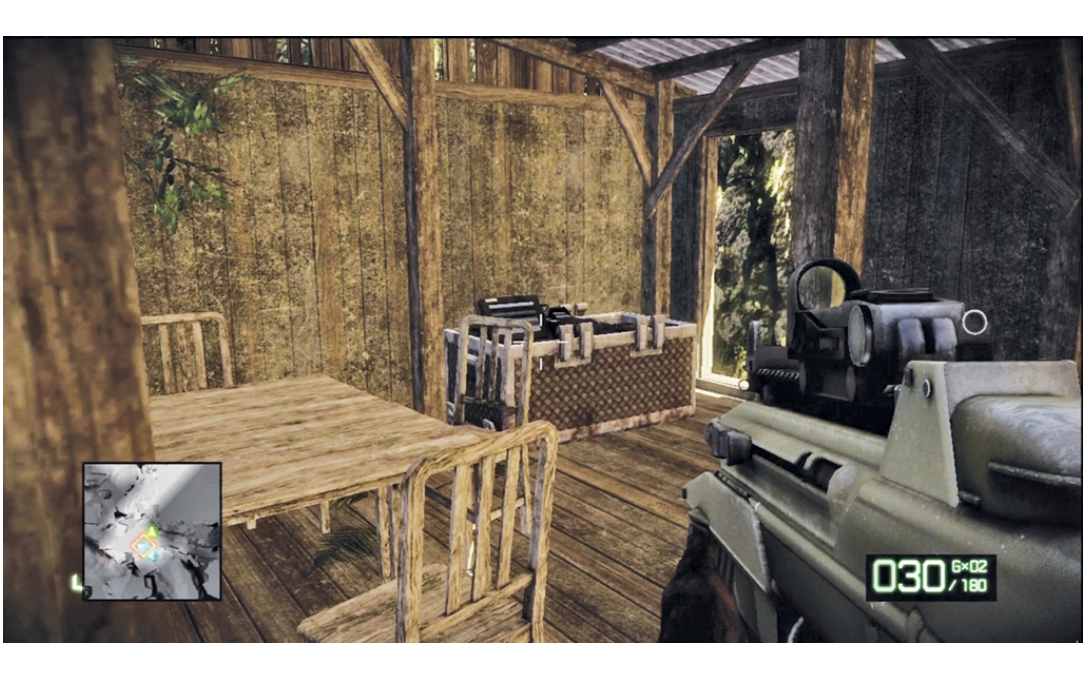
The two American prisoners chained to the concrete slabs can be freed by interacting with them. Once free, they'll fight alongside your squad. They're only armed with pistols, but it's better than nothing.

At the earliest opportunity, rush up the steps of the building directly to the south. From this elevated position you can flank the enemies near the other buildings to the east. Keep up the attack, pounding the nearby buildings with grenades while your squad advances along the road. There may also be a few enemies hiding within the fenced-in area, using the concrete walls and other barricades for cover. When the shooting stops, follow the nearby catwalk past the two shacks and onto the dirt trail to the south. Flynn isn't far away.



As you near the objective marker, a cutscene shows Marlowe rescuing Flynn from an old hangar. After an intense scuffle, Flynn informs the squad that there's a chopper base nearby. Flynn isn't in great shape, but he can still fly. If you can get him to that chopper base, you can get out of here.

5. Reach Helicopter Depot



Outside the hangar are four ATVs. Before hopping onto one of the ATVs, inspect the wooden shack across from the hangar. Inside is another M-COM station. Attach a charge to the box, then head outside. Now it's time to ride.

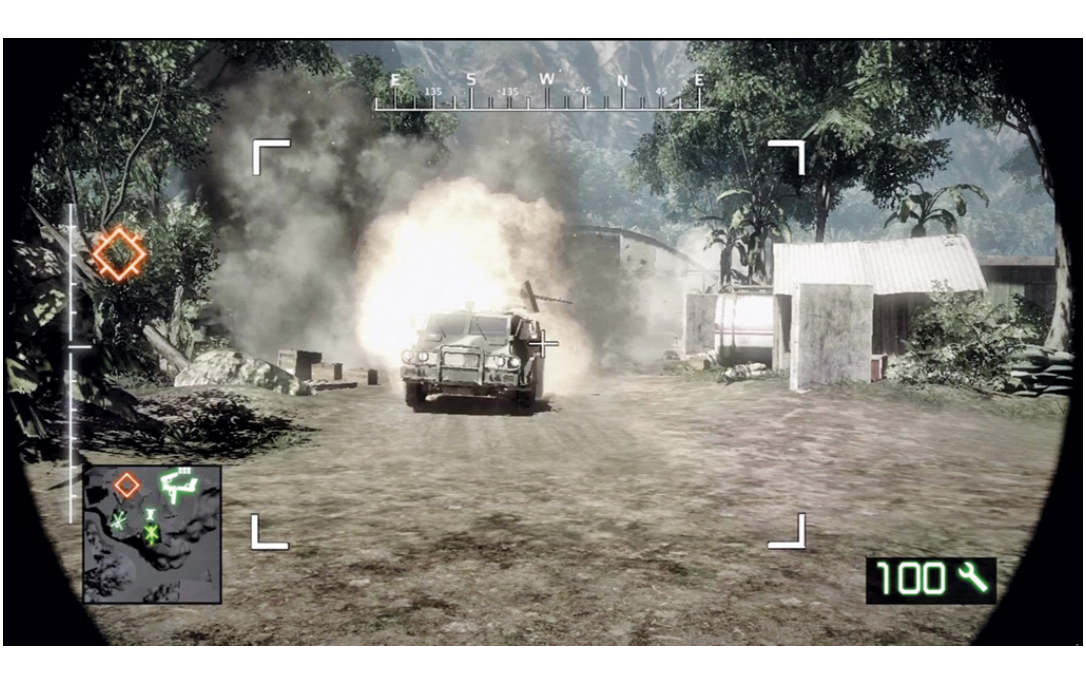
Flynn rides on the back of your ATV during this fun race to the chopper base. There are no hostiles along the way, so do your best to keep up with the rest of the squad. The road leading to the base is narrow, with a few sharp turns. Watch your speed and try to avoid running off the side of a cliff. Along the way you have to cross several narrow bridges, so don't try to pass your teammates on these cramped stretches. Instead, look for wider spots in the road to race past your squad. There is no prize for winning, so stay safe. Prepare to brake when you see an overturned truck on the road ahead. The chopper base is just around the corner.

6. Find Serviceable Helicopter

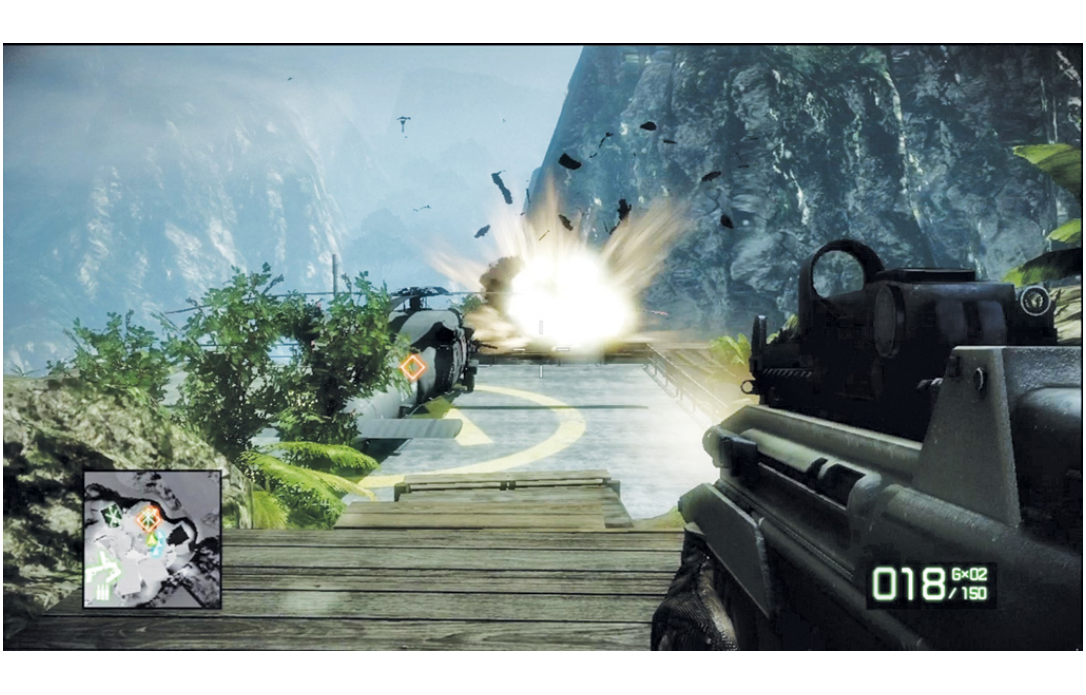
Grab a sniper rifle from the nearby supply crate and begin picking off the militia guards across the bridge to the south. Start with the rocket launcher guy in the guard tower first. The overturned truck offers decent cover, giving you the opportunity to eliminate several enemies. Don't worry about the VODN rushing across the bridge—Haggard will take it out. This also destroys the bridge, however.

Before moving out, access the supply drop crate once more and exchange your sniper rifle for a M2CG rocket launcher. Take along an assault rifle too. The bridge is impassable, but there's a narrow path to the right leading into the facility. Watch out for another VODN rushing into view just ahead. Take it out with your rocket launcher before the gunner can open fire. All it takes is one hit from the M2CG to eliminate this vehicle. Once it's destroyed, switch to your assault rifle and take out any infantry ahead. Sprint toward the flaming VODN and use it for cover while eliminating more enemies hiding among the buildings to the east.

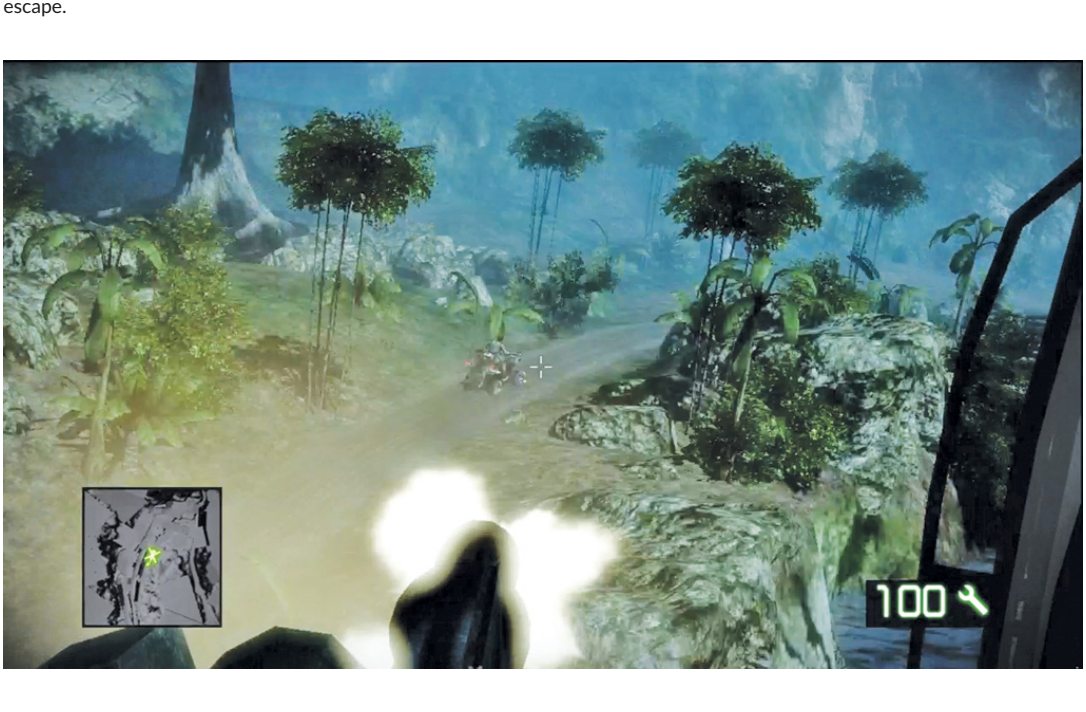
As a BMD3 rolls into position to the east, take cover behind the sandbags by the western ammo crate and equip your rocket launcher. Instead of targeting the BMD3, shoot the fuel truck on its right side. The massive explosion causes a tower to collapse on top of the BMD3, destroying it. Alternatively, you can target the BMD3 directly, but it takes two rockets to kill it instead of just one. Hold this position and use your assault rifle to gun down the infantry escaping the explosion.



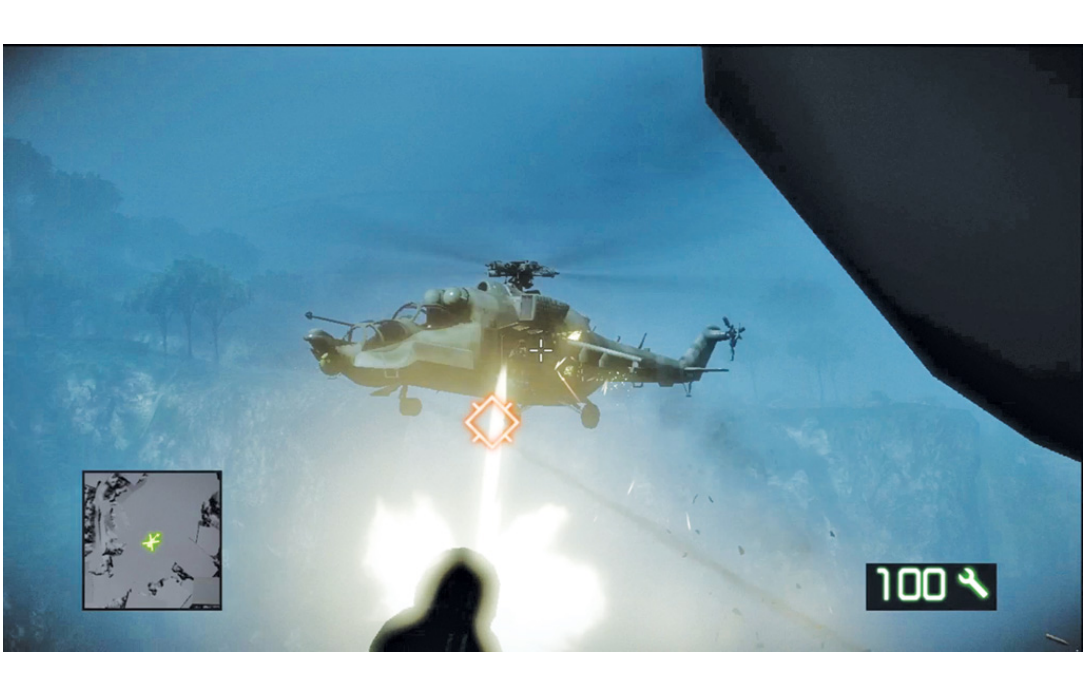
Advance past the collapsed tower and destroyed BMD3, then rush up the hill toward a rotorless MI24 attack helicopter parked on a landing pad. It may not be air worthy, but the chopper's chin-mounted cannon is still operational. Hop inside the chopper and open fire on the enemies to the west. The cannon fires explosive rounds, so you don't need to score direct hits on the infantry to kill them. Targeting the nearby explosive objects makes the job easier. But pay close attention to an incoming VODN—it's on a collision course. Unload on the speeding vehicle and destroy it before it crashes into your chopper. Once the path ahead is clear, exit the chopper and continue pushing toward the objective marker.



Ignore the enemy MI24 taking off overhead—it can't hurt you. Instead, proceed to the objective marker to find a Blackhawk. The helicopter is guarded by a few militia members, but they're easy to take out, especially if you target the explosive red barrels and crates on the landing pad's perimeter. Once the area is secure, rush to the chopper and hop inside to begin your escape.



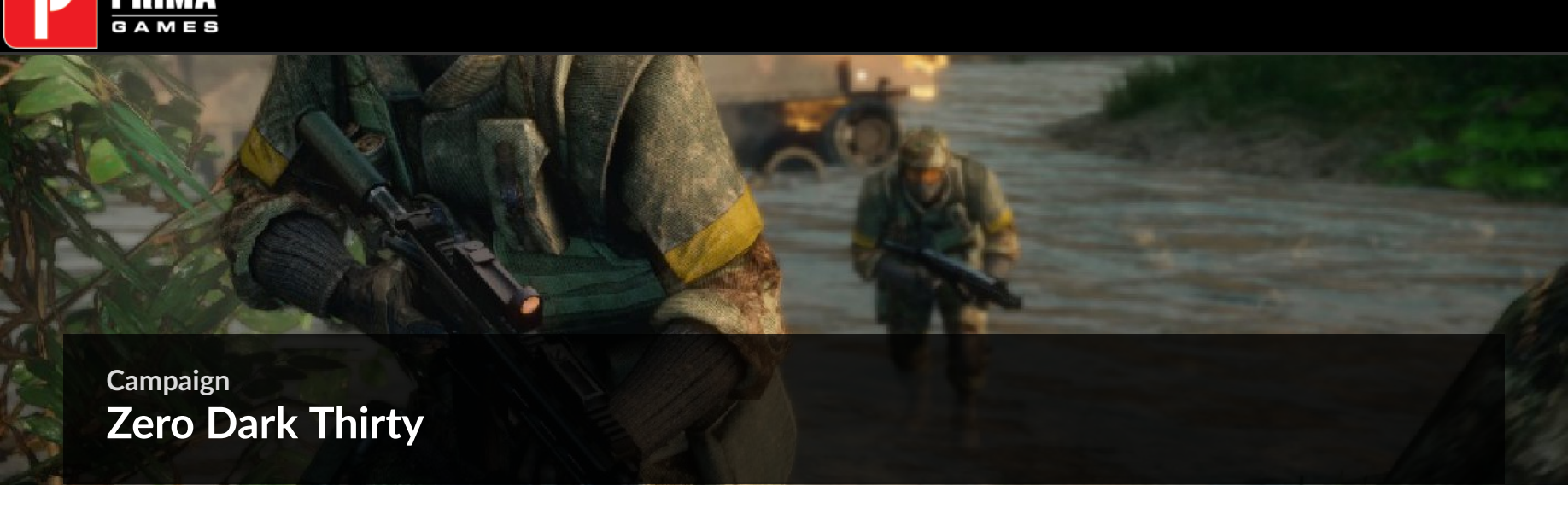
Now it's time to find Aguire and hand over the Japanese device pulled from the Sangre del Toro. During this sequence you man the Blackhawk's side-mounted miniguns. You start out on the left gun. Look for enemy ATVs on the ground. The guys on the backs of these vehicles are armed with rocket launchers, so take them out fast before they can target your ride.



As you switch over to the gun on the right side, watch out for an MI24 flying alongside the Blackhawk. Open fire, focusing on the open cargo compartment and the enemy inside with a rocket launcher. Once that guy is down, watch for more rocket launcher-firing enemies on the ground. Some are in the backs of trucks, and others are positioned in guard towers. Before your ride is over, you need to deal with two more MI24 choppers. Target the guys with rocket launchers inside first, then continue puncturing the choppers with heavy fire until they explode.

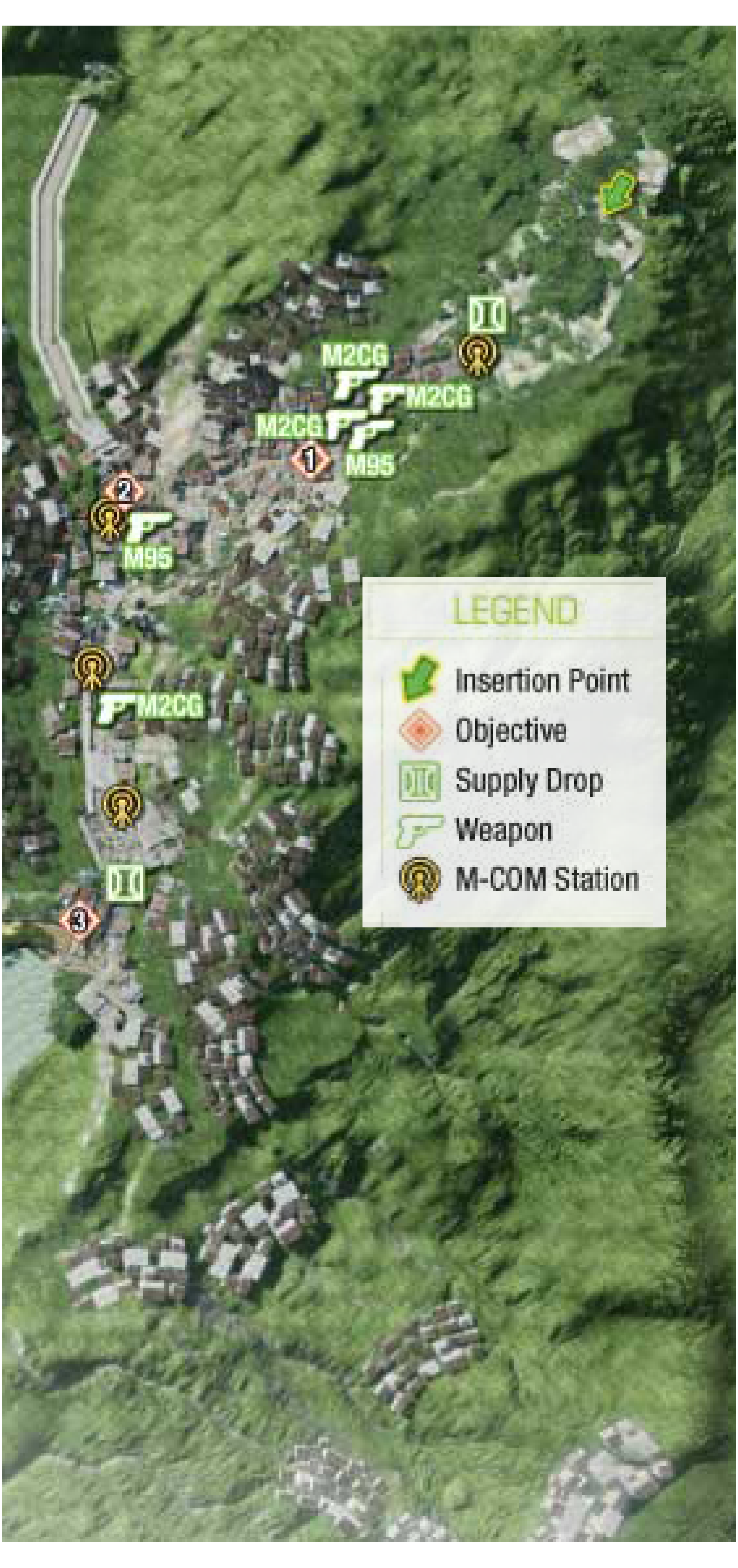
Soon after Flynn sets the chopper down in a clearing, the squad catches up with Aguire and hands over the device. But something's wrong. Aguire pulls a gun on you as Kirilenko steps out of the shadows. Apparently Aguire had a change of heart when he heard to details of Operation Aurora. It turns out Wyatt was his father. Feeling betrayed by his country, he decided to hand over the device to Kirilenko.

Once Kirilenko has the device, he shoots Aguire. And just as he's about to have the guys from Bad Company gunned down, Flynn's chopper appears over a ridge and opens fire on Kirilenko and his men. The distraction gives Marlowe and the rest of the gang a chance to escape. But Flynn's chopper is soon shot down by one of Kirilenko's men, leaving the guys stranded and demoralized. After all this work, Kirilenko has the device. To make matters worse, Aguire and Flynn are dead. What else could go wrong?



Campaign

Zero Dark Thirty

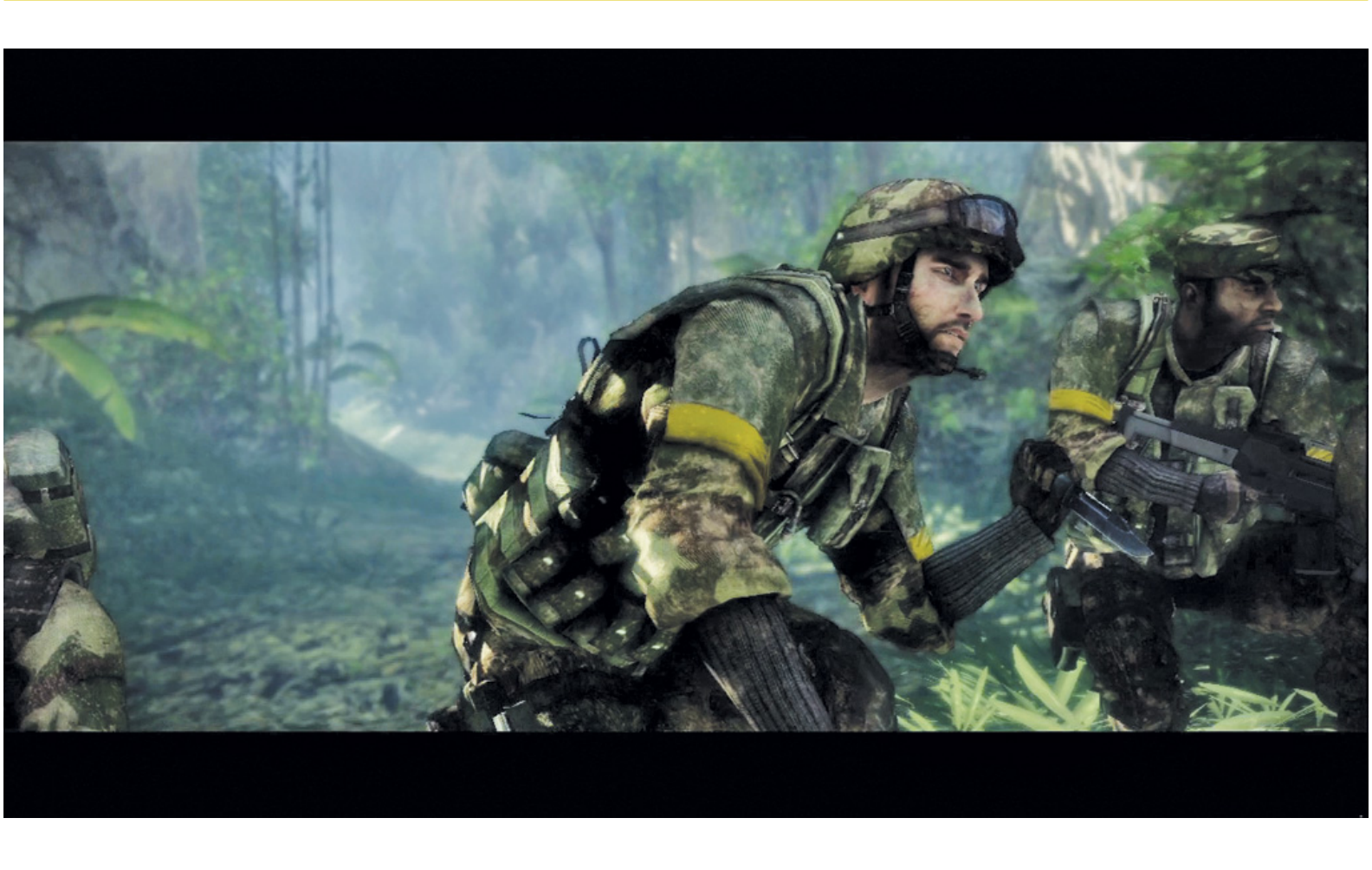


Mission Collectibles

M-COM Stations: 4

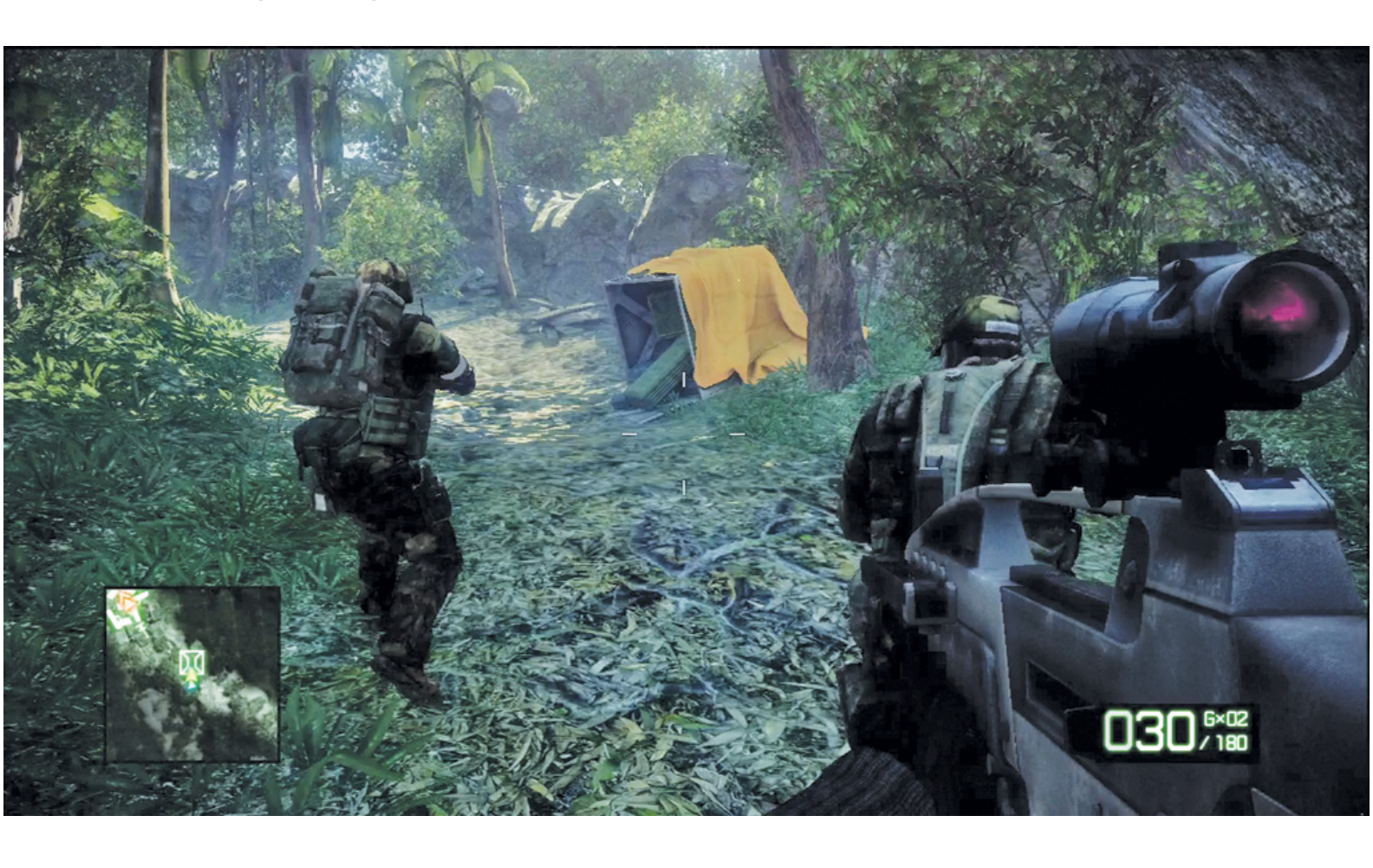
Collectible Weapons:

- M2CG rocket launcher
- M95 sniper rifle

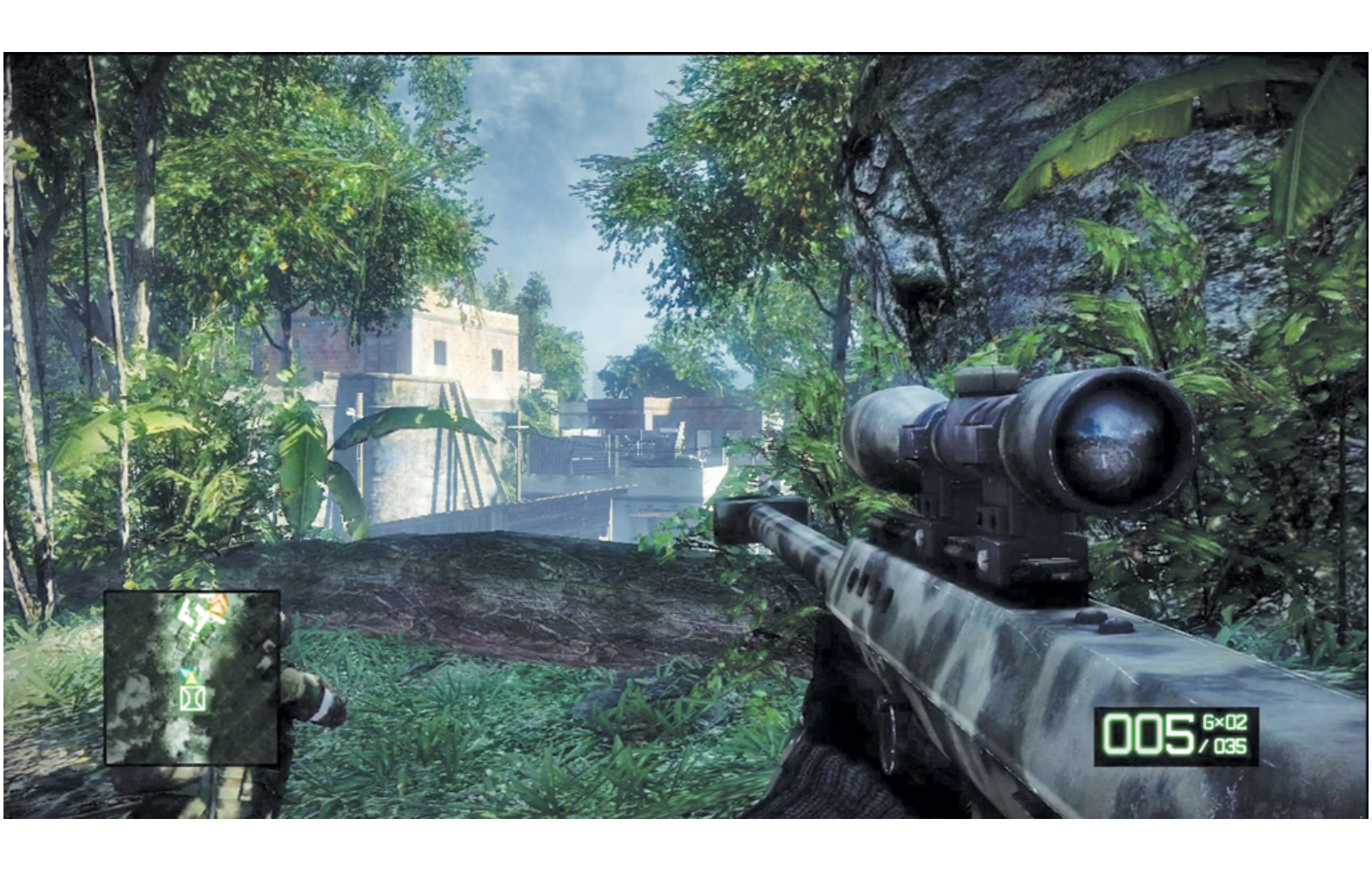


After escaping Kirilenko, the guys take a moment to gather their thoughts. Aguire's betrayal and Flynn's death are hard enough to deal with, but now Kirilenko has the final piece to complete his scalar weapon. The serene ambient noise of the jungle is broken by the crackle of a radio. A Russian soldier patrols nearby. Sarge orders Marlowe to take him out quietly. Now that your team has an enemy radio, you can figure out Kirilenko's next step.

1. Assault Through Village

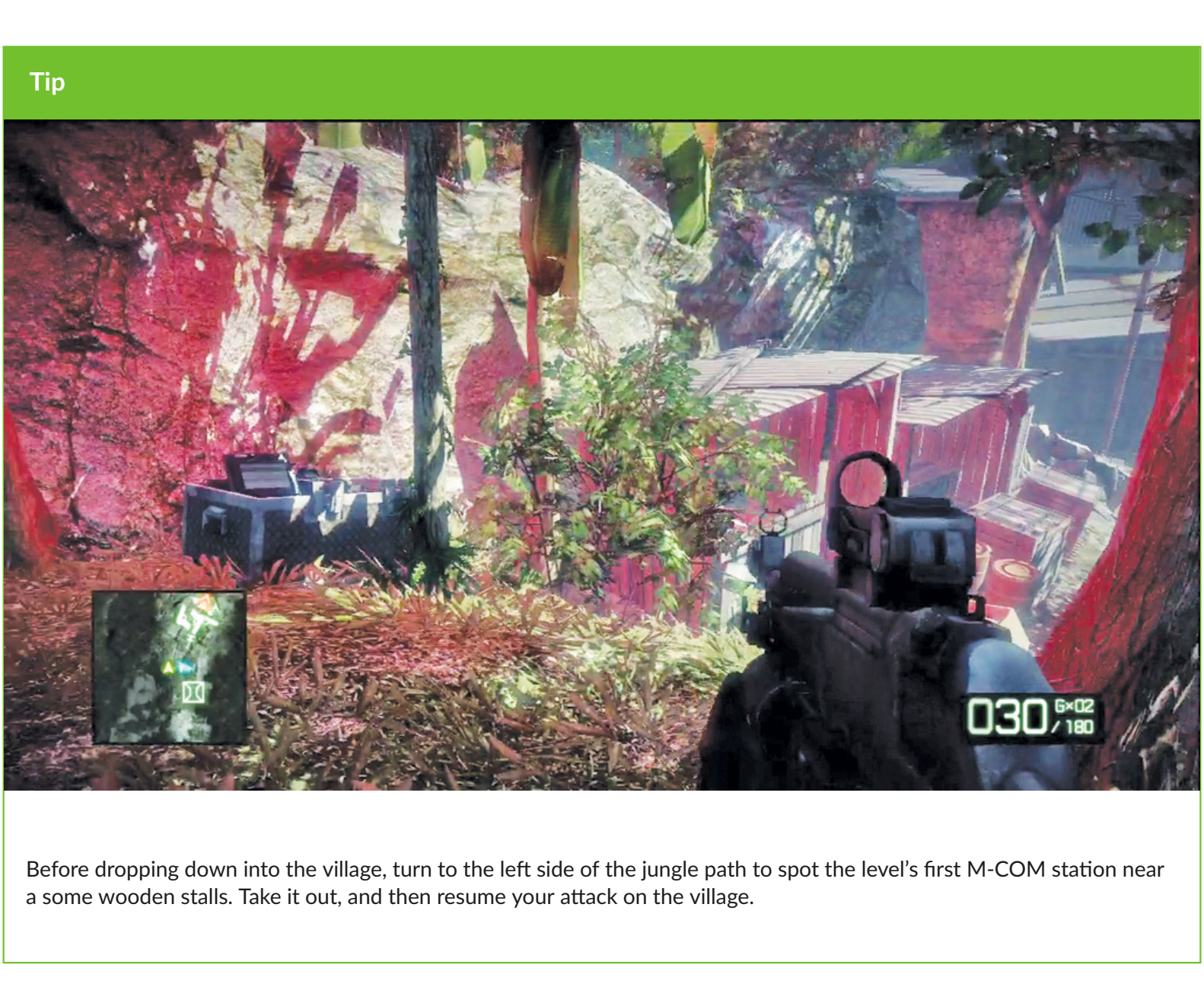


Follow the squad through the jungle. Along the way, Sweetwater monitors the Russian radio chatter. Apparently Kirilenko is headed to a harbor. Suddenly an eerie moan rumbles through the jungle, similar to the one Wyatt and his team heard back in Operation Aurora. Is Kirilenko prepping the scalar weapon already? Just ahead is a supply drop crate. Take a moment to gear up, grabbing an assault rifle of your choice and the M95 sniper rifle.

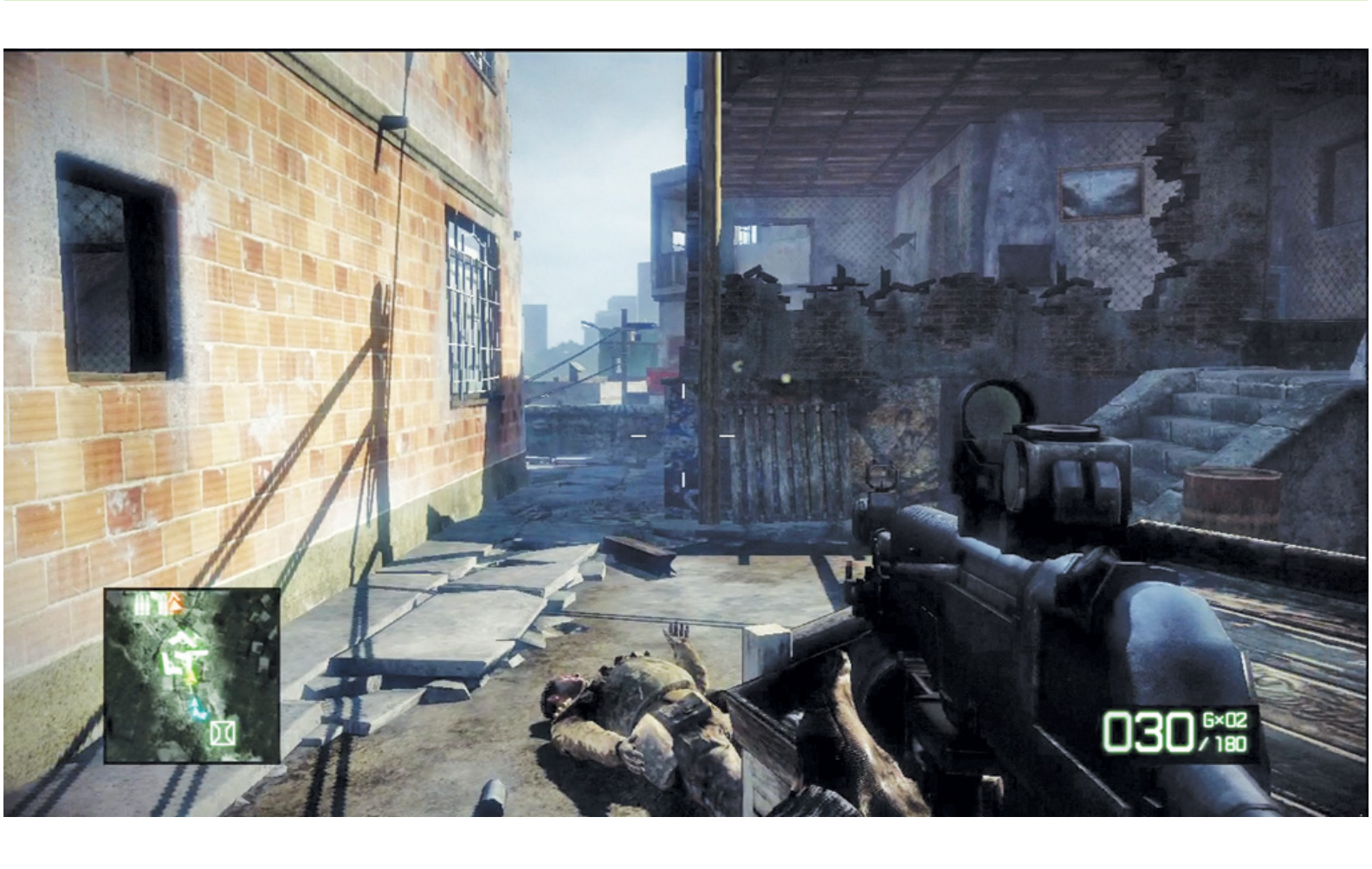


The jungle path leads to the outskirts of a village defended by local militia. Study the situation below before attacking. Equip your sniper rifle and target the guy behind the machine gun on the roof. The armor plate in front of the gun makes him tough to hit head-on, so shoot him in the left shoulder where he's exposed. With the M95, it only takes one shot to neutralize this guy, regardless of where you hit him. After firing the first shot, use the log at the end of the path for cover while helping your squad clear out the rest of the hostiles below.

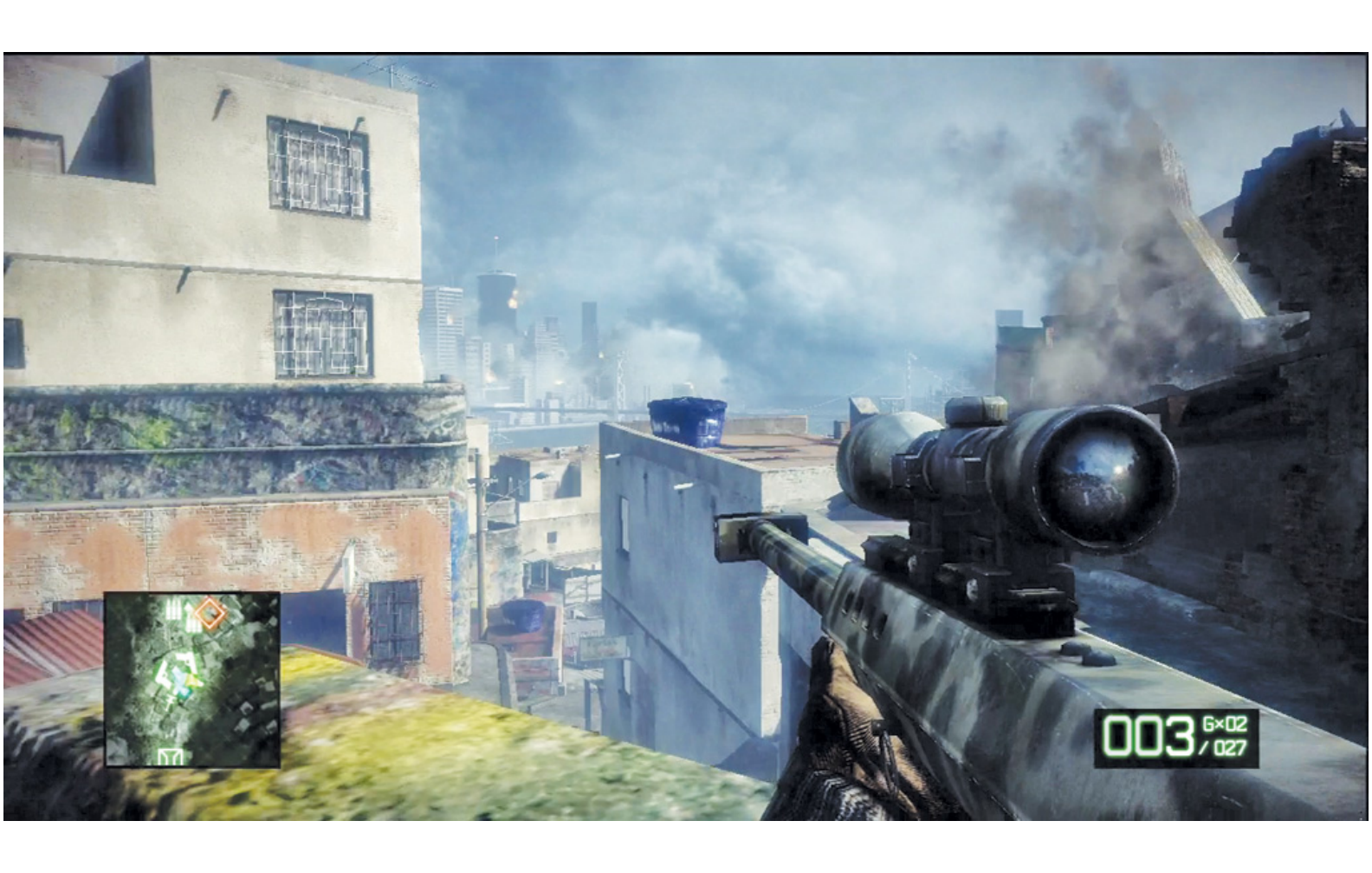
Tip



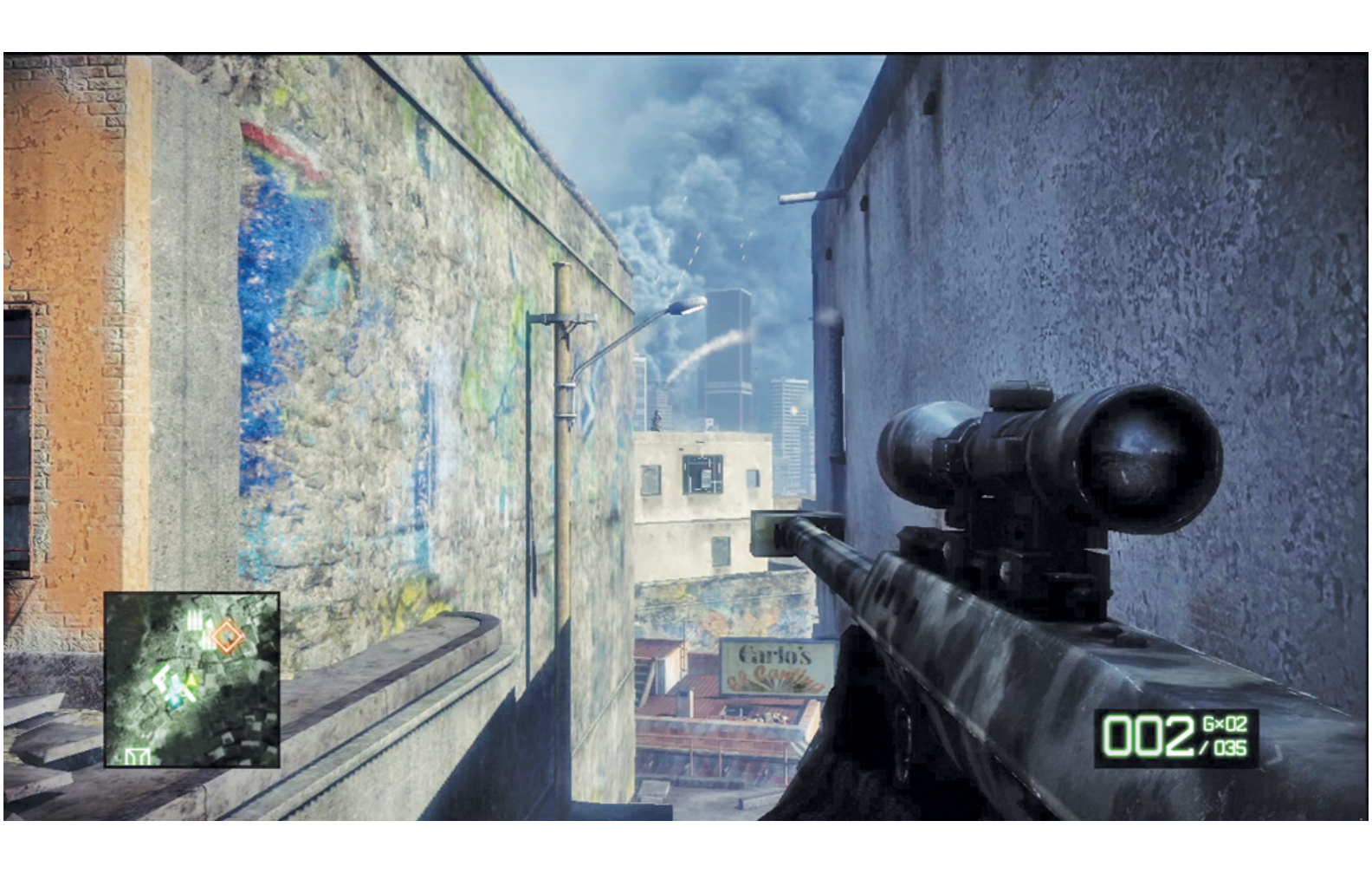
Before dropping down into the village, turn to the left side of the jungle path to spot the level's first M-COM station near a some wooden stalls. Take it out, and then resume your attack on the village.



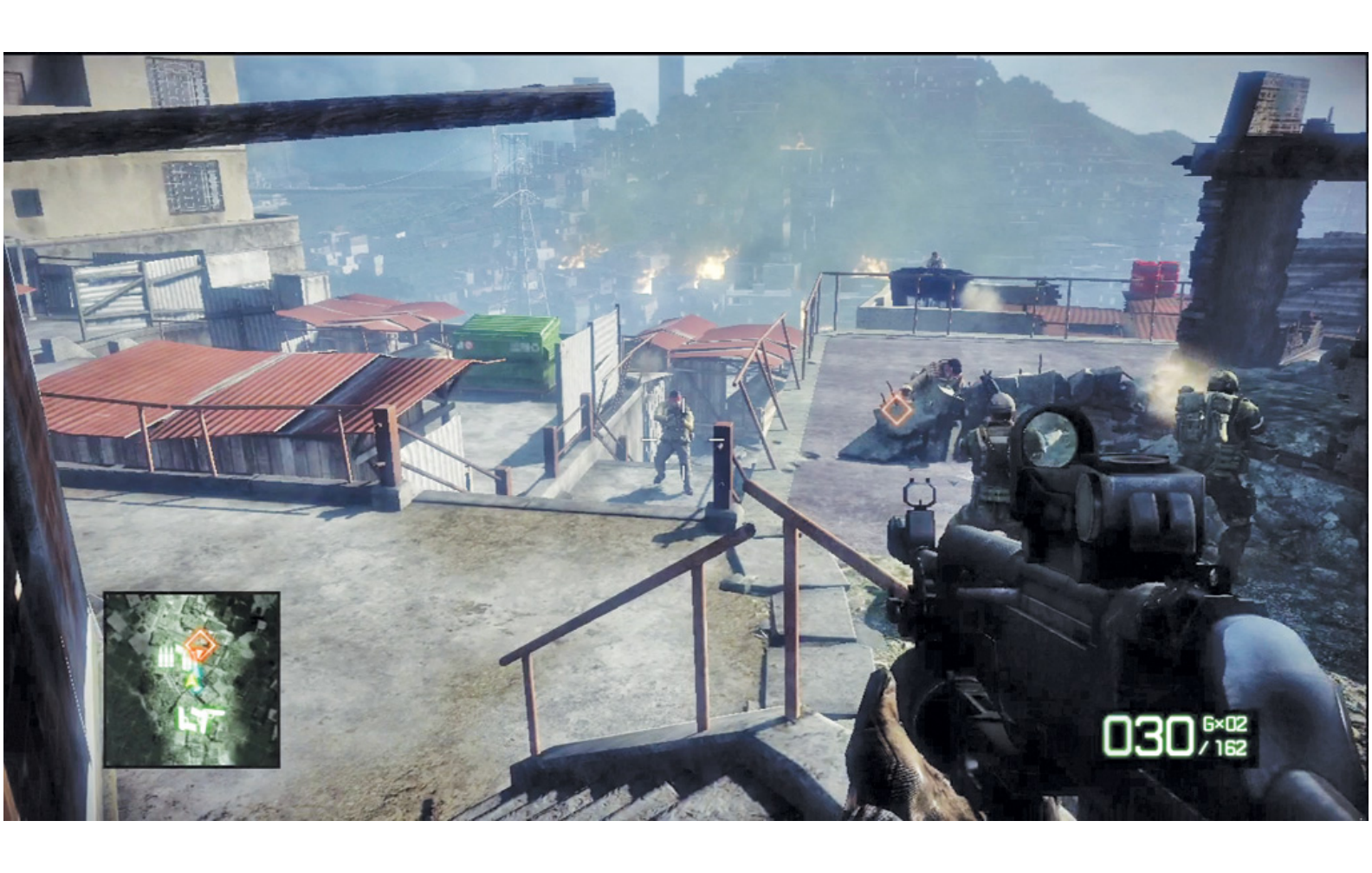
Equip your assault rifle and cautiously enter the village, watching for stragglers hiding in the buildings. As you near the end of this alley, a few enemies attack from the rooftop of a distant building. Instead of targeting the hostiles directly, shoot the red barrels at the base of the building. The large explosion gives significant damage to the structure, causing it to collapse. Enter the building on the right side of the street and use it for cover while engaging more hostiles on the rooftops to the west.



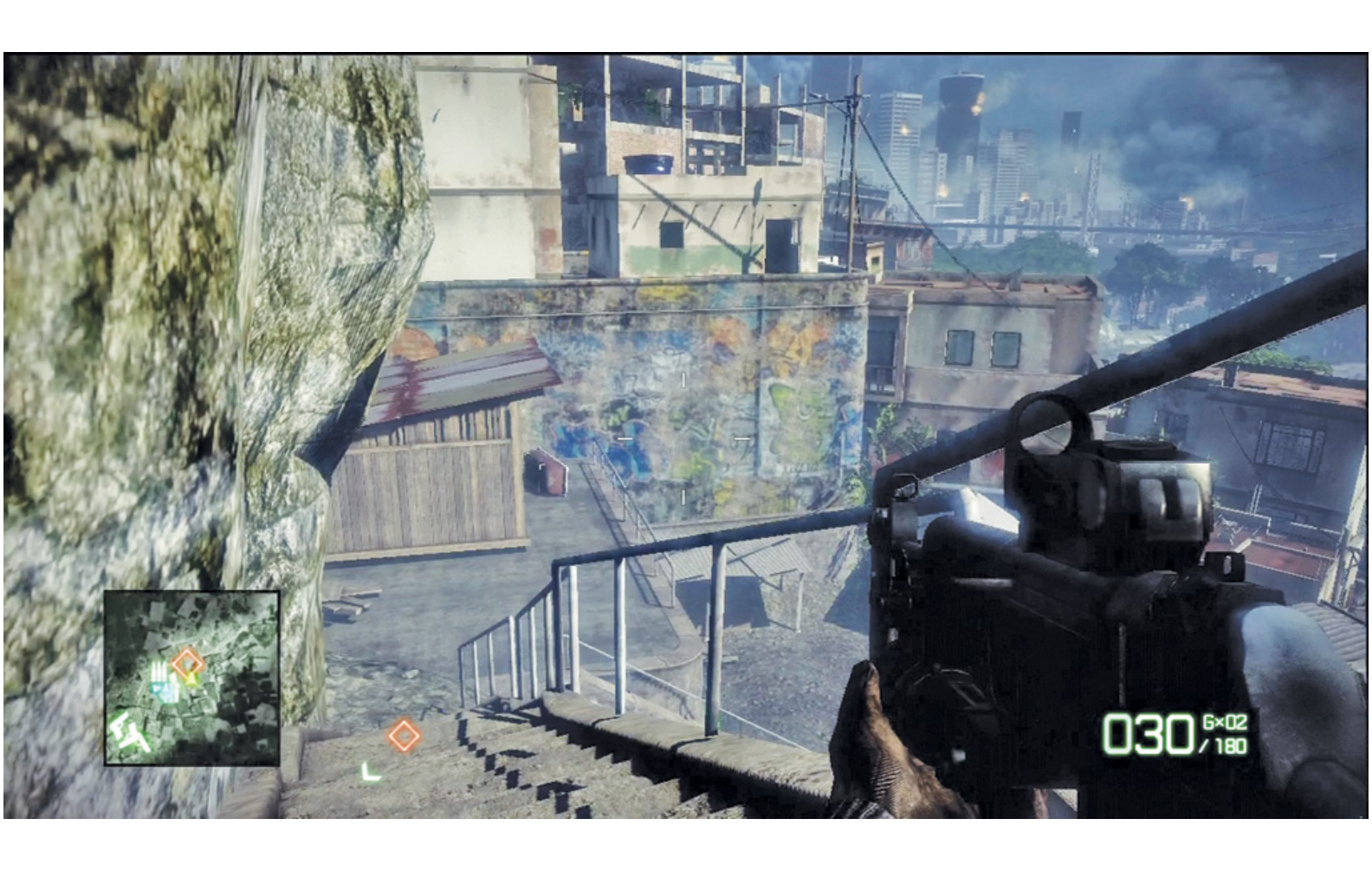
Switch back to your sniper rifle and begin sniping distant targets to the southwest. Even at this range it's easy to spot muzzle flashes and incoming rockets. Center your sights on these rooftop enemies and pick them off one at a time. There may still be a few enemies in the street below too, so keep an eye on the minimap for nearby contacts and help your squad eliminate them.



Descend the steps at the end of the alley and continue deeper into the village. If you don't have an M95 already, grab the one sitting on the ground next to these steps and use it to snipe the militia members on the rooftops ahead, but watch out for incoming rockets and grenades. Once the distant rooftops are clear, lead your team down the steps.

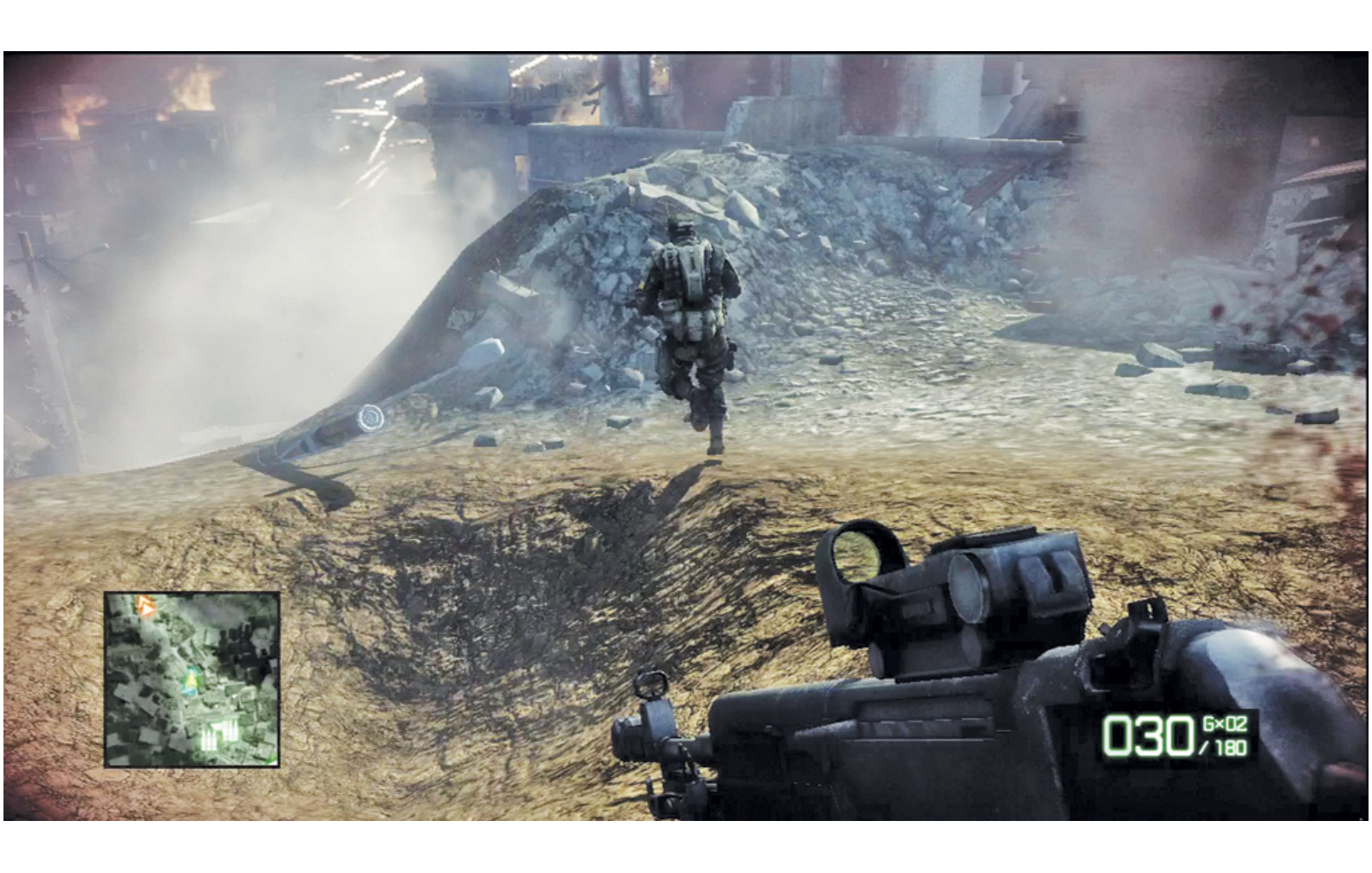


Prepare for an ambush as you descend this set of steps. Immediately open fire with your assault rifle, and at the earliest convenience, target the red barrels on the roof on the right to collapse another structure, taking a few enemies with it. Hold near these steps and fire down on the militia below. If necessary, take cover near one of the buildings, but don't expect the flimsy structures to offer much protection.

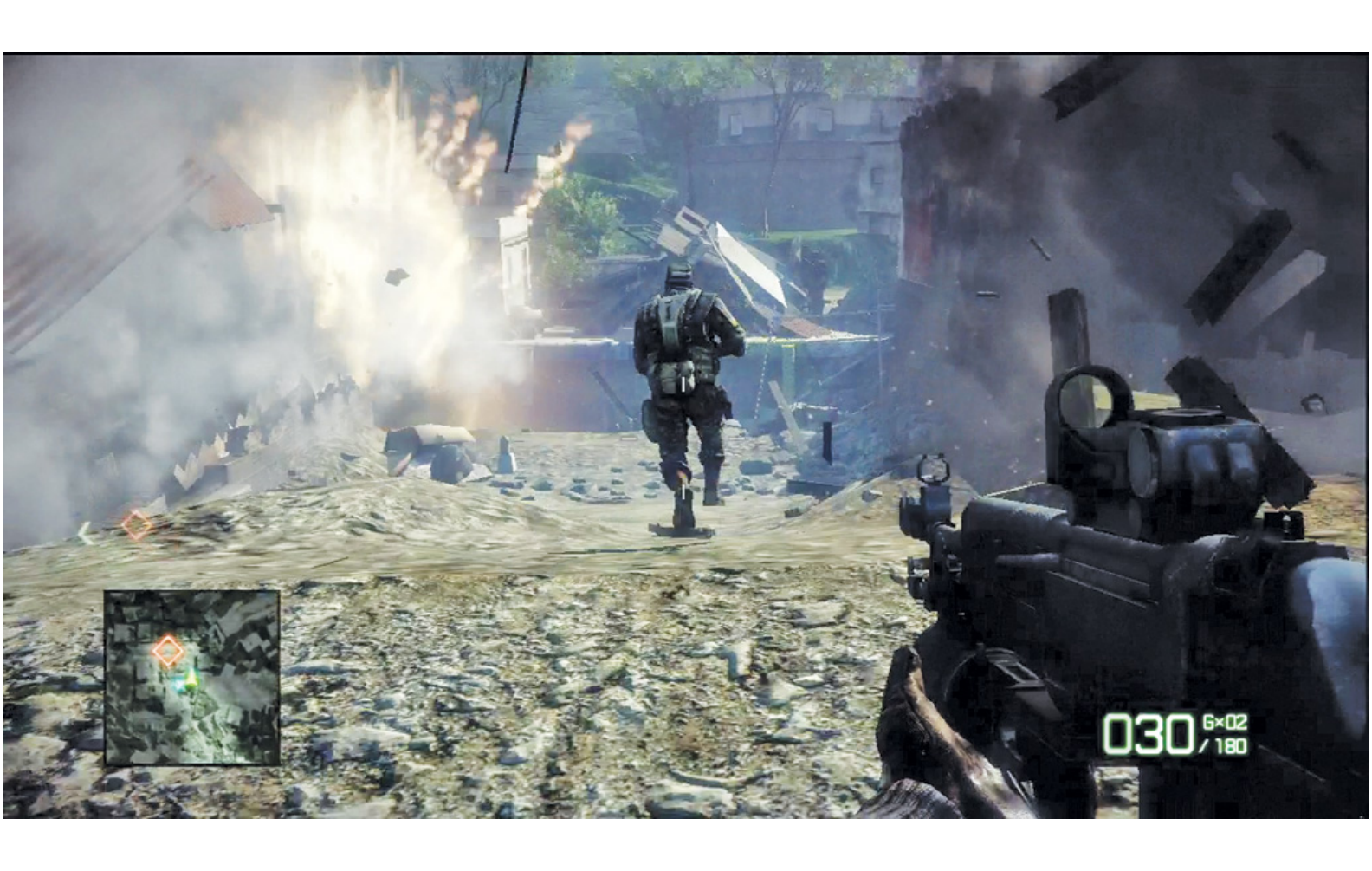


Following the ambush, continue the descent down through the village. When you reach this long staircase, several enemies can be seen scurrying about in the distance. Don't bother shooting them. Instead, proceed to the objective marker at the bottom of the steps.

2. Enter the Canal

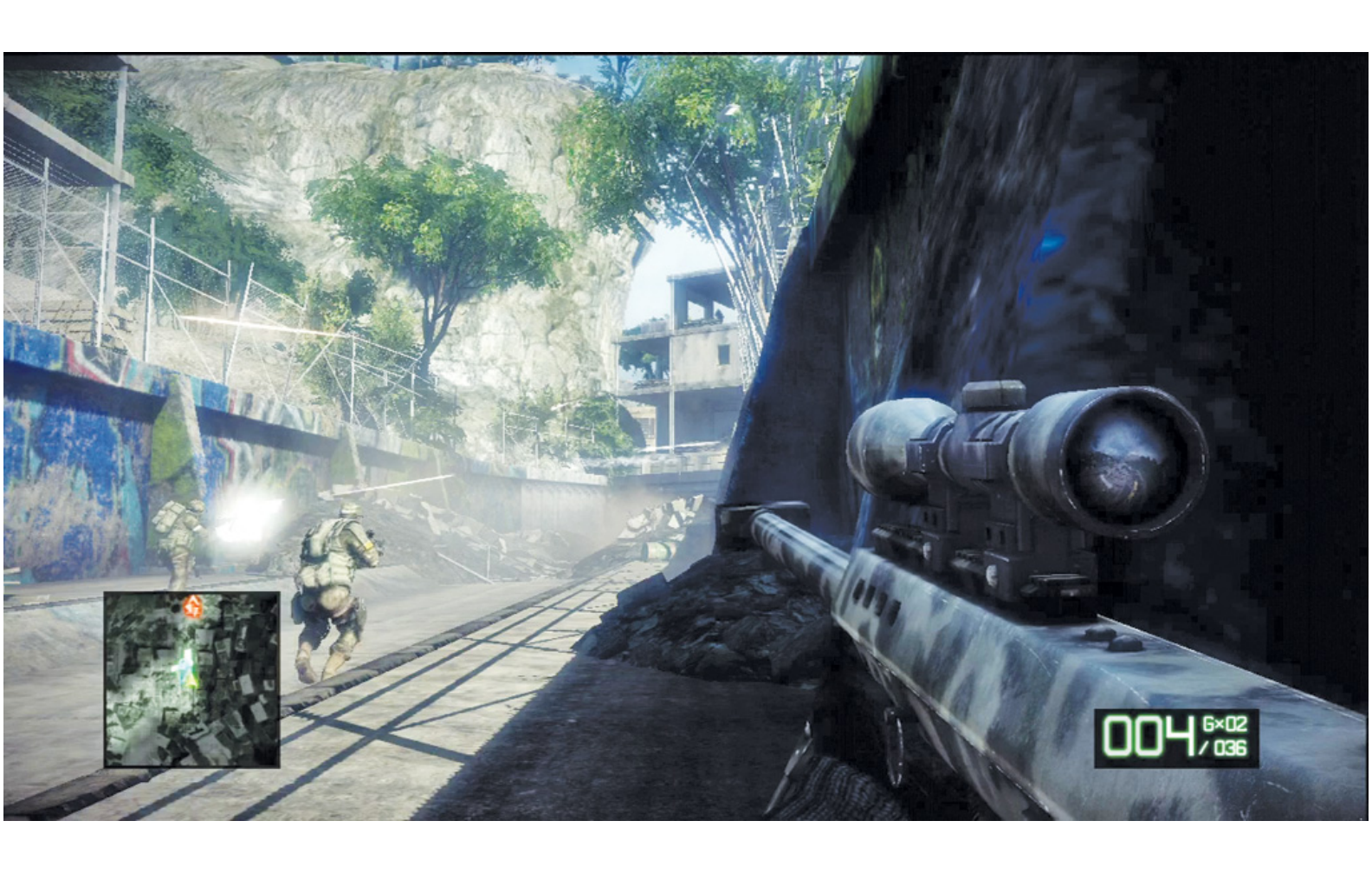


A cutscene reveals why the enemies are running away. There's a mortar strike incoming on your position. You're completely exposed here, so you need to reach the canal to the west. During this sequence you have to follow Sarge as closely as possible to avoid getting killed by mortar rounds exploding all around you. Sarge leapfrogs from one piece of cover to the next, so make sure you stay right on his back, moving and stopping when he does.



As you near the canal, it may be necessary to sprint to keep up with Sarge. During this final push, Sarge doesn't stop. Follow him down the steps, then dart directly for the canal, dropping inside to take cover from the incoming shells. Whatever you do, don't fall behind. Once you reach the canal, you're safe from the mortar strike. But don't let your guard down just yet.

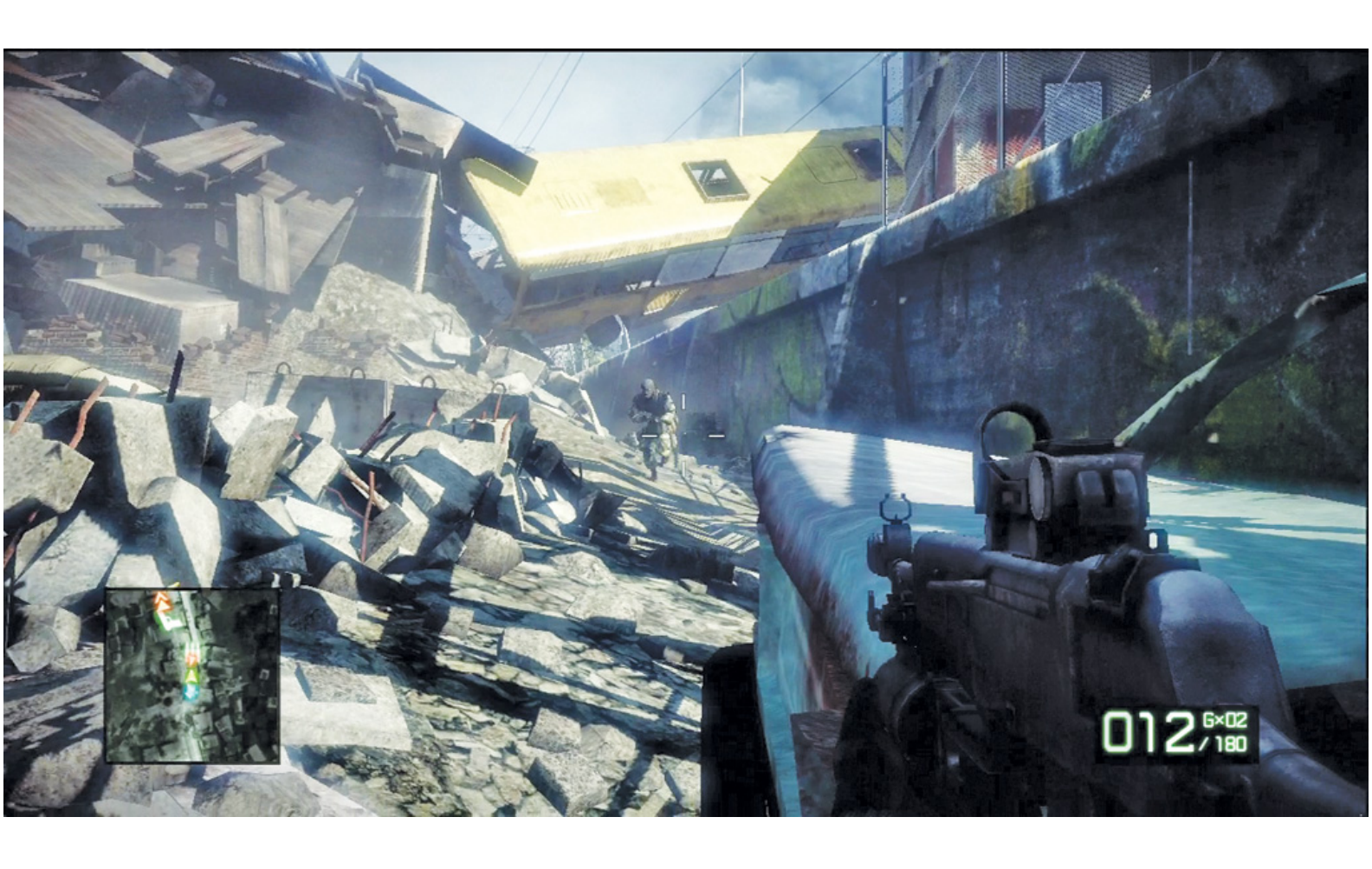
3. Reach Surveillance Position



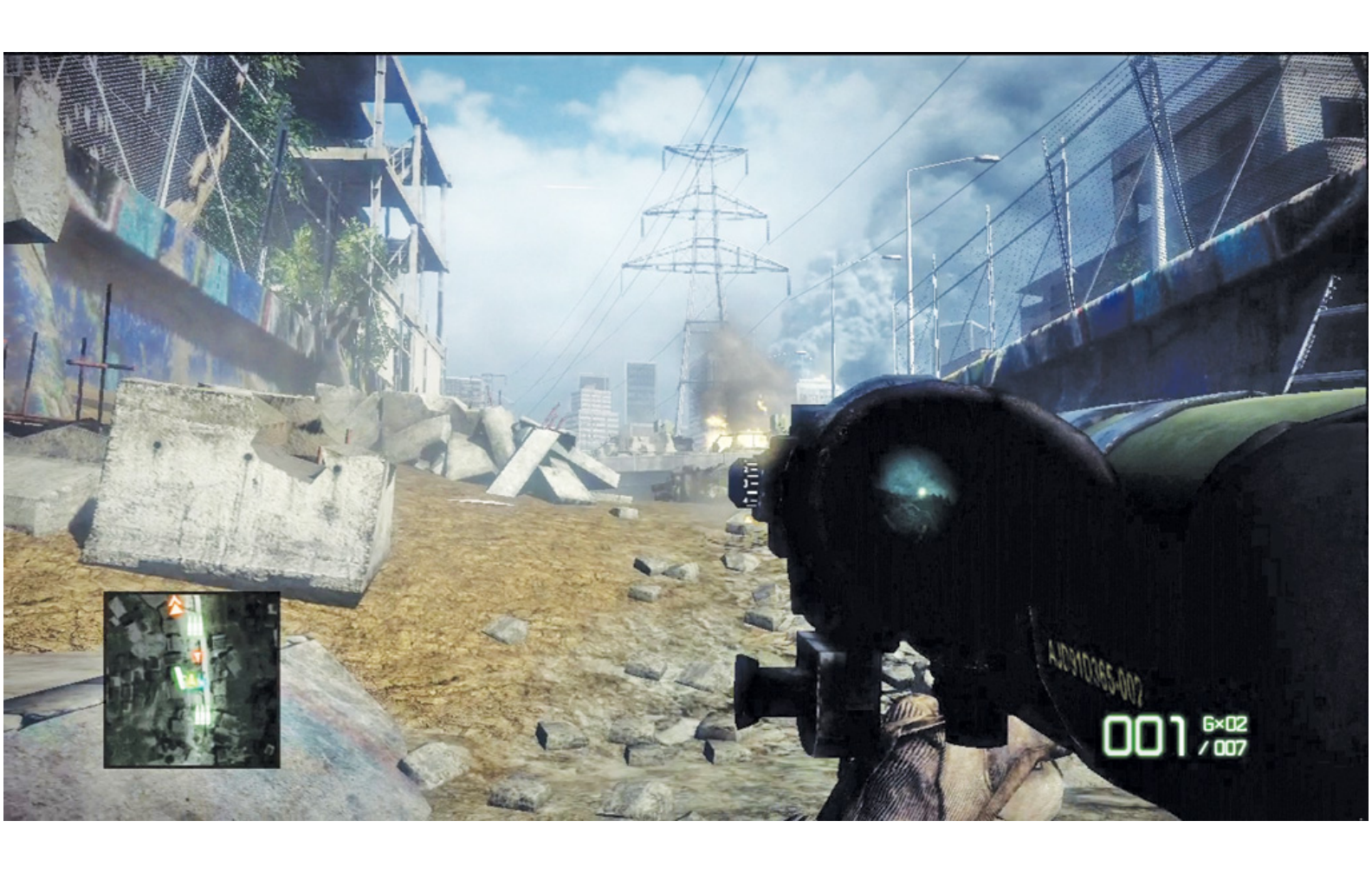
Equip your sniper rifle and creep along the canal toward the building ahead. When you come under fire, take cover along the side of the canal while your team advances and attacks. Hold back and pick off enemies in the building, starting with the snipers on the third and second floors. If you're hit by either of these guys, quickly dash into cover and stay there until you recover. Once you're at full health, peek out and give some payback. After eliminating both snipers, help your team take out the rest of the Russian troops in the building.

Tip

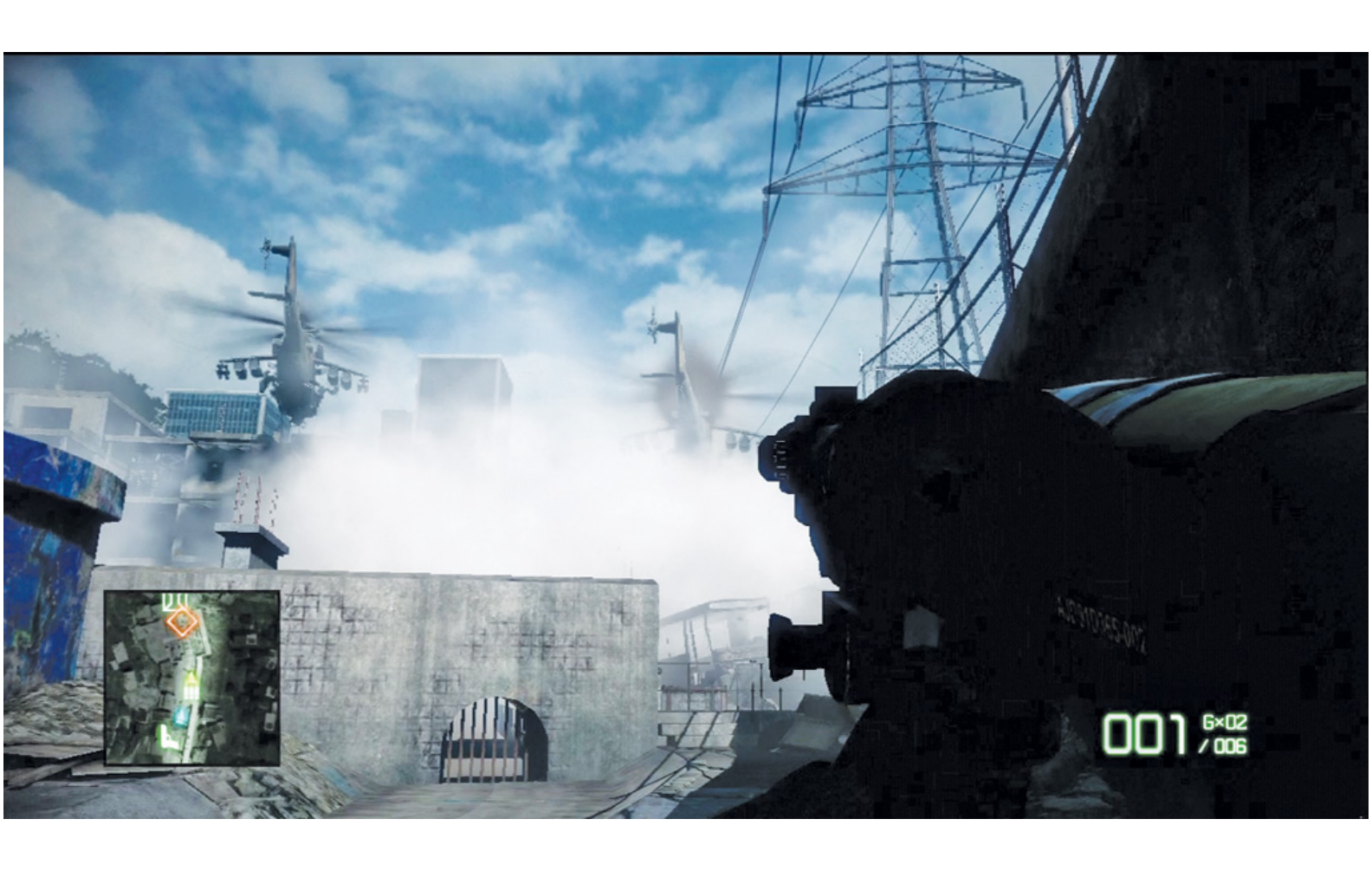
If you're missing your sniper rifle for some reason, there's an M95 on the left side of the canal. Surviving this engagement is tough without one. Also, don't forget to blow up the M-COM station on the right side of the canal.



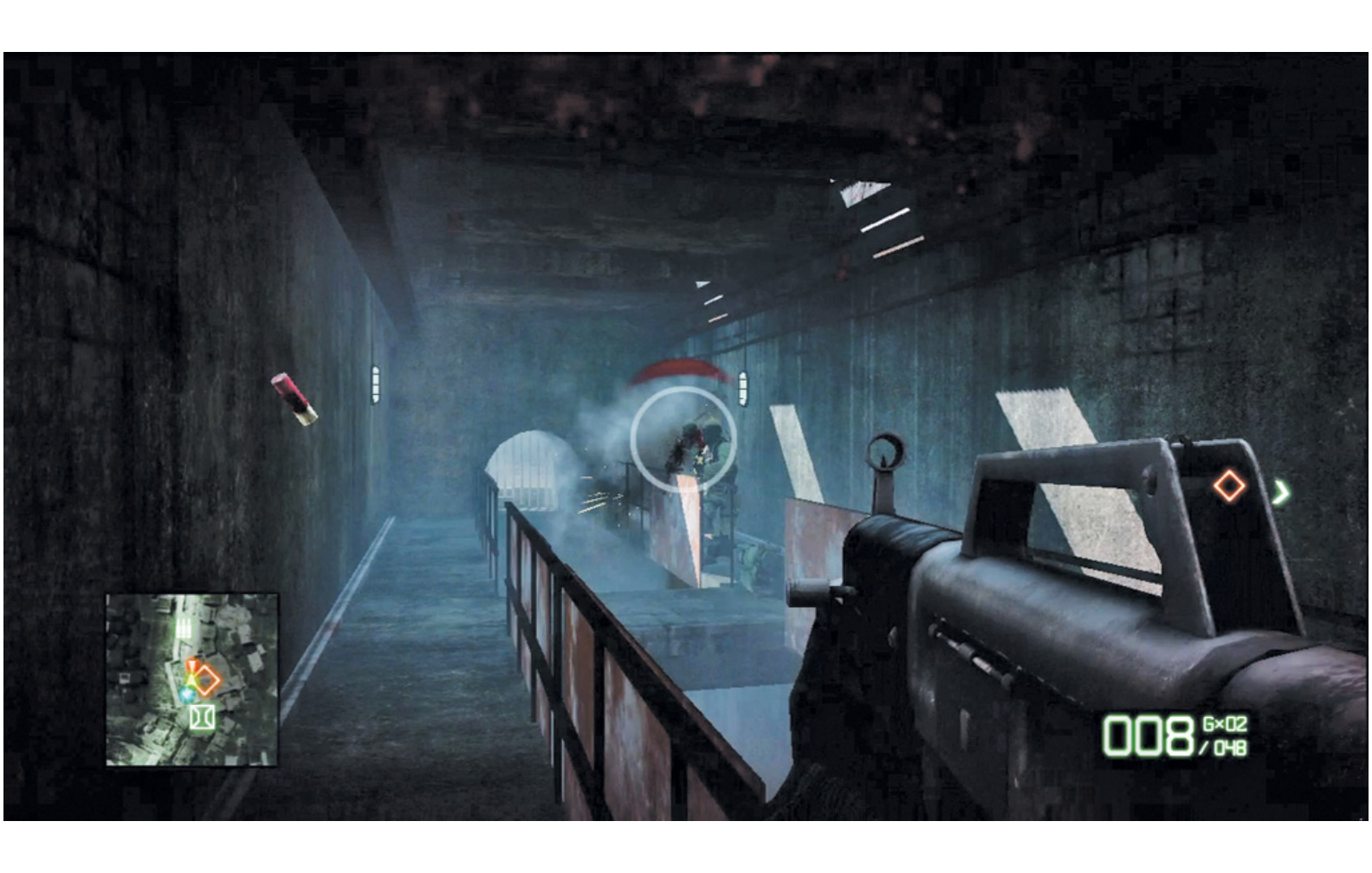
Continue along the canal and watch for more Russian troops passing beneath this wrecked yellow bus. Take cover behind the blue car and mow these guys down with your assault rifle. Watch out for more enemies positioned along the sides of the canal, too. Just beyond the crashed bus is an ammo crate and an M-COM station. Stock up on ammo, then blow up the station before the next attack commences.



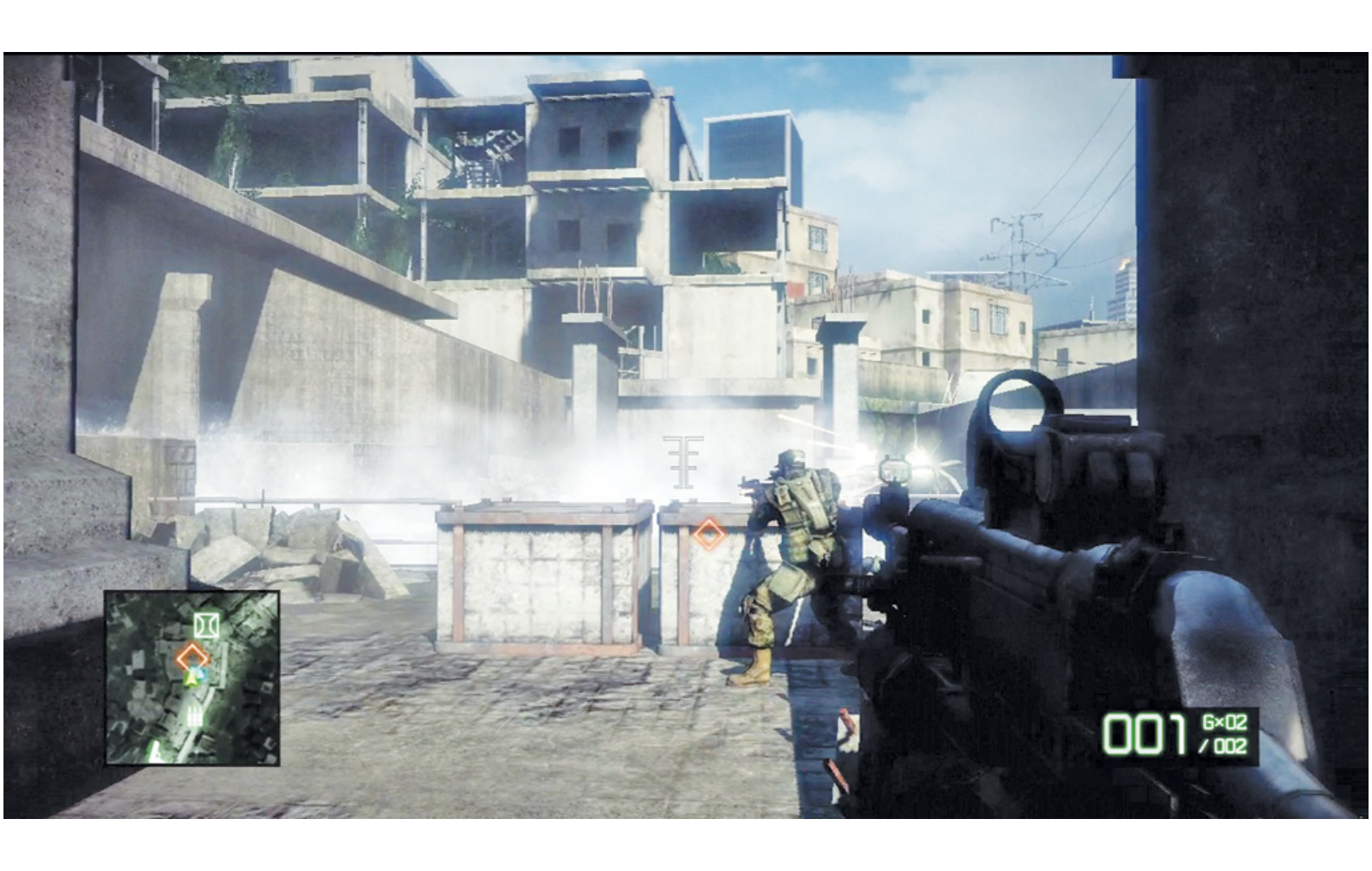
After taking out the M-COM station, take cover as more Russian troops advance along the canal. Help your team clear out the enemy infantry, then turn your attention to the two VODNs parked on the bridge ahead. It's possible to neutralize the gunners with your M95. If you want to take out the vehicles, look for the M2CG rocket launcher on the left side of the canal and exchange your sniper rifle for it. Once you have the rocket launcher, take aim at the VODNs and destroy them. It only takes one hit per vehicle.



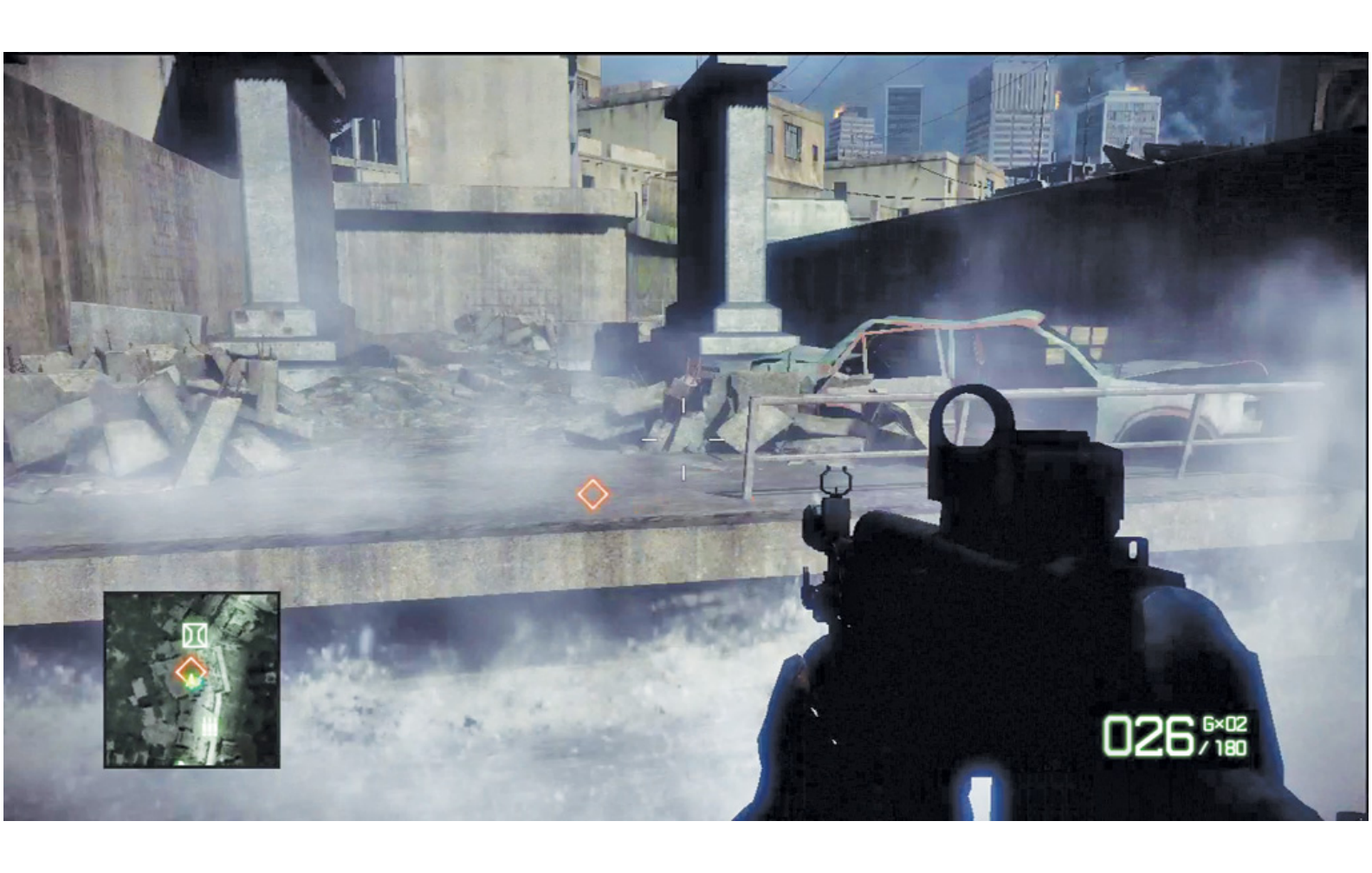
Pass beneath the bridge and listen for a couple of incoming MI24 helicopters. They don't attack, but they drop off a couple of squads of Russian commandos in the canal ahead. It's possible to shoot one of the helicopters down with the M2CG rocket launcher, but not before they drop off their troops. Hold back beneath the bridge and wait for the commandos to attack. Target the chokepoint ahead with a rocket to take a few of them out, then use your assault rifle to mop up the rest.



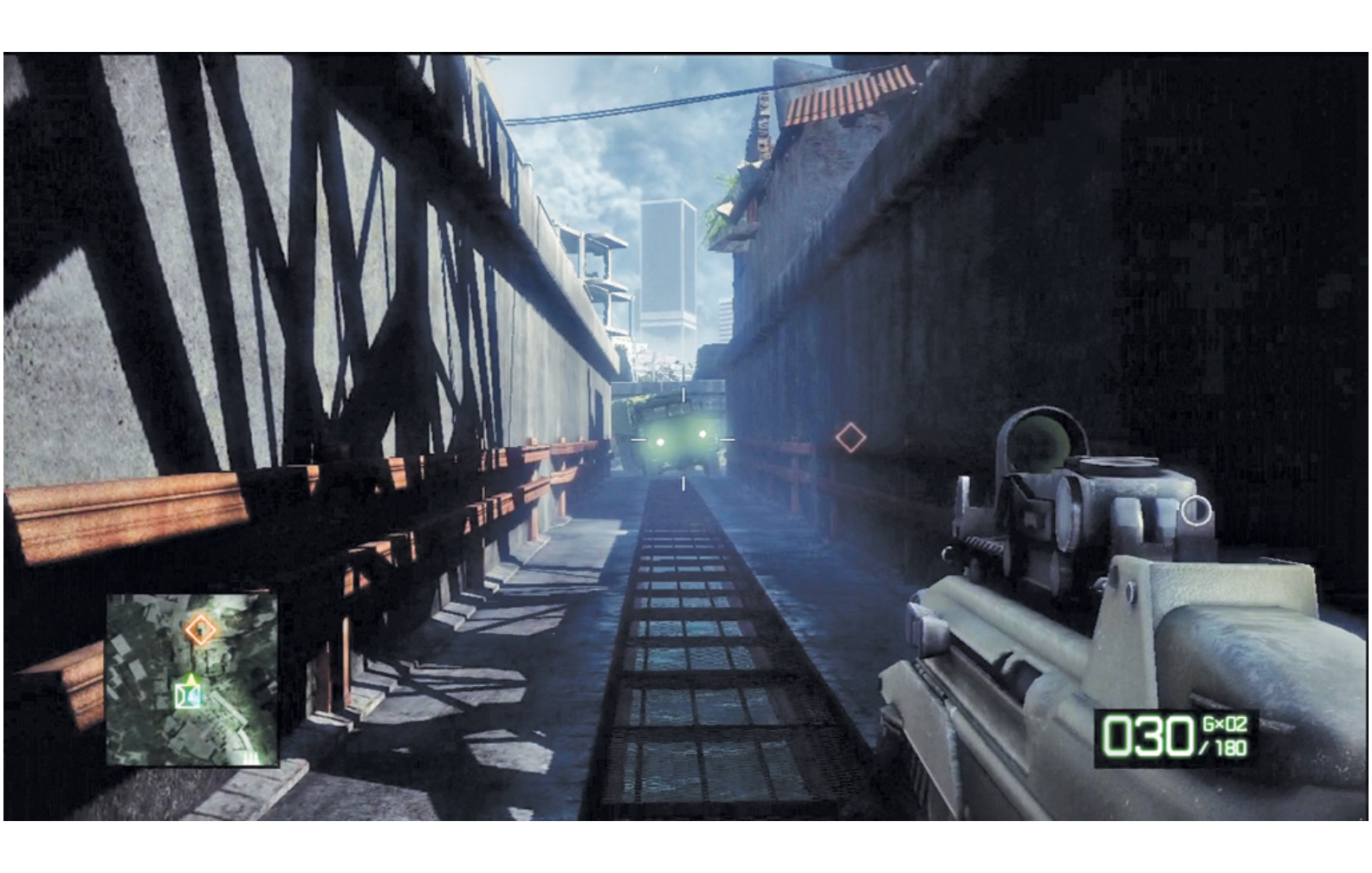
One of the commandos drops a USAS-12 shotgun. Swap it in for your rocket launcher. If the shotgun is low on ammo, backtrack to the bridge and stock up at the ammo crate. Once you're ready to move out, proceed to the objective marker and pass through the hole in the wall on the left side of the canal to enter a short tunnel. The second squad of commandos breaches a door on the right side of the tunnel and storms in. Immediately wipe them out with your new shotgun, firing consecutive blasts until they're all on the ground. There are a couple more commandos lingering outside the door, so be ready to take them out at close range. Or, if you prefer, let your team lead the way through the door.



Exit the tunnel and rush toward one of the vertical concrete supports for cover. More Russian troops are positioned at the southern end of the canal, so help your team take them out. Equip your assault rifle and use its grenade launcher to hit the enemies hiding behind cover. Once the canal is clear, turn around to locate the very last M-COM station resting against the northern wall. If you've destroyed all the M-COM stations up to this point, blowing up this one earns you the Complete Blackout achievement/trophy.

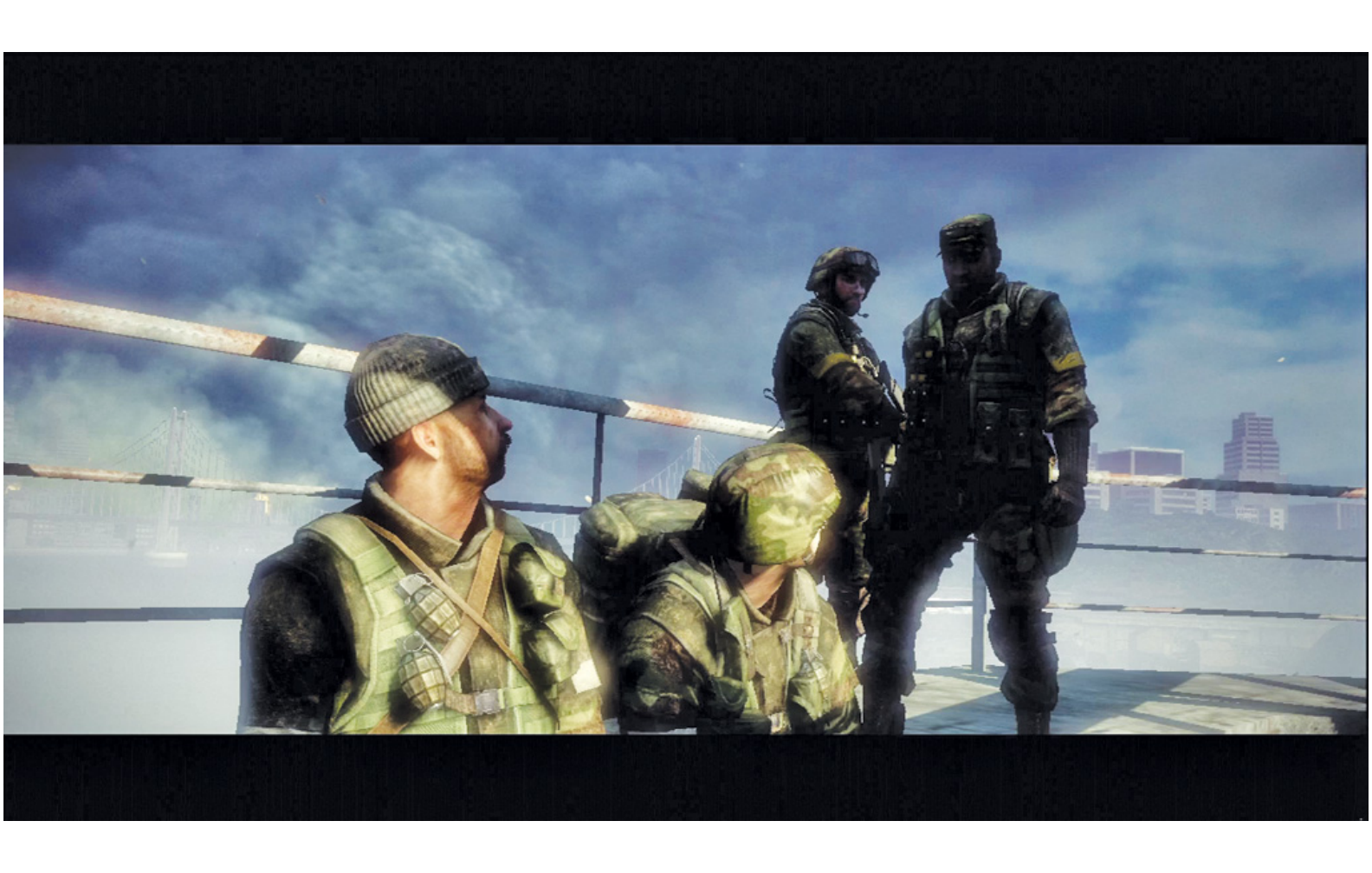


A narrow channel of rushing water blocks your advance. It may not look very threatening, but if you fall in, you're dead. Back up and get a running start. Sprint full-speed toward the channel, then jump just as you reach the edge. Don't jump too early, or else you won't make it across. After leaping the channel, continue down the canal to a supply drop crate. Grab an assault rifle and a sniper rifle of your choice.

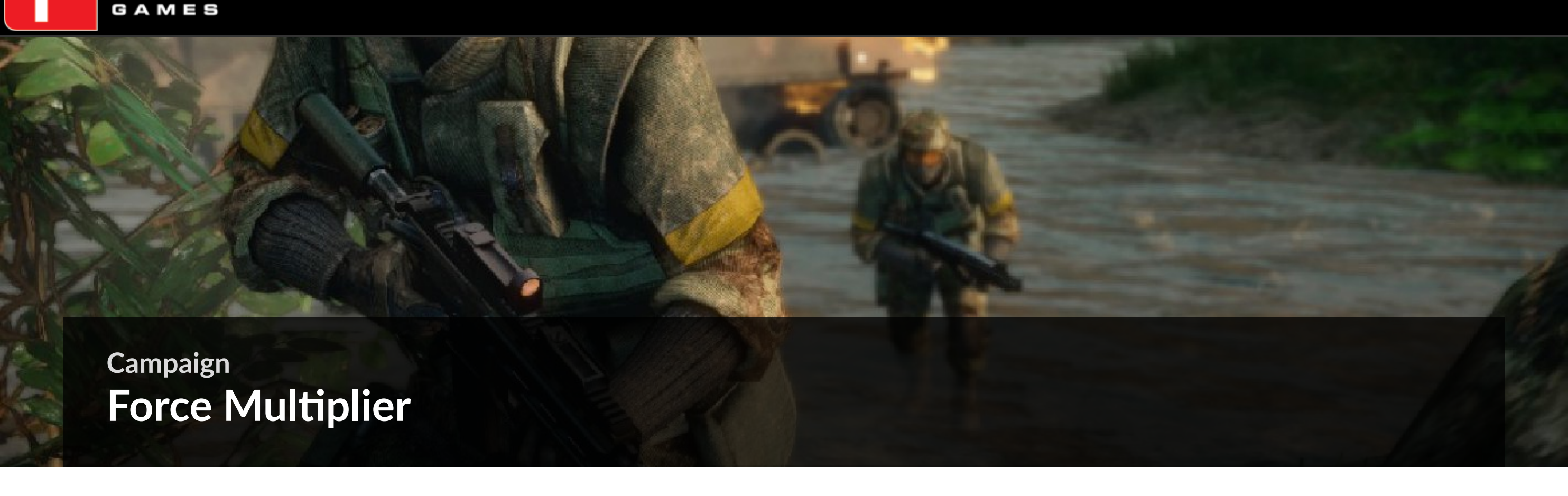


Drop into the narrow canal beyond the supply drop crate and watch out for a truck racing directly toward you. Backpedal and wait for the truck to crash on its own. You don't need to shoot it as long as you keep your distance. After the truck crashes, that familiar low moaning sound can be heard. It sounds like Kirilenko is preparing to use the scalar weapon! Continue down this canal and enter the doorway on the right to reach the surveillance position.

Your squad emerges from the canal with a sweeping view of the harbor. It looks like you're not the only friendly units in town. The U.S. has launched a full-scale attack on the harbor in an effort to stop Kirilenko. Sweetwater notices a large cargo plane on a distant runway. For some reason, it's glowing. Then Sweetwater realizes what's going on and urges his squad to drop to the ground. A massive EMP blast emanates from the cargo plane, frying every circuit within a large radius. The devastating effect is evident when an Apache helicopter drops from the sky, nearly crushing Haggard.

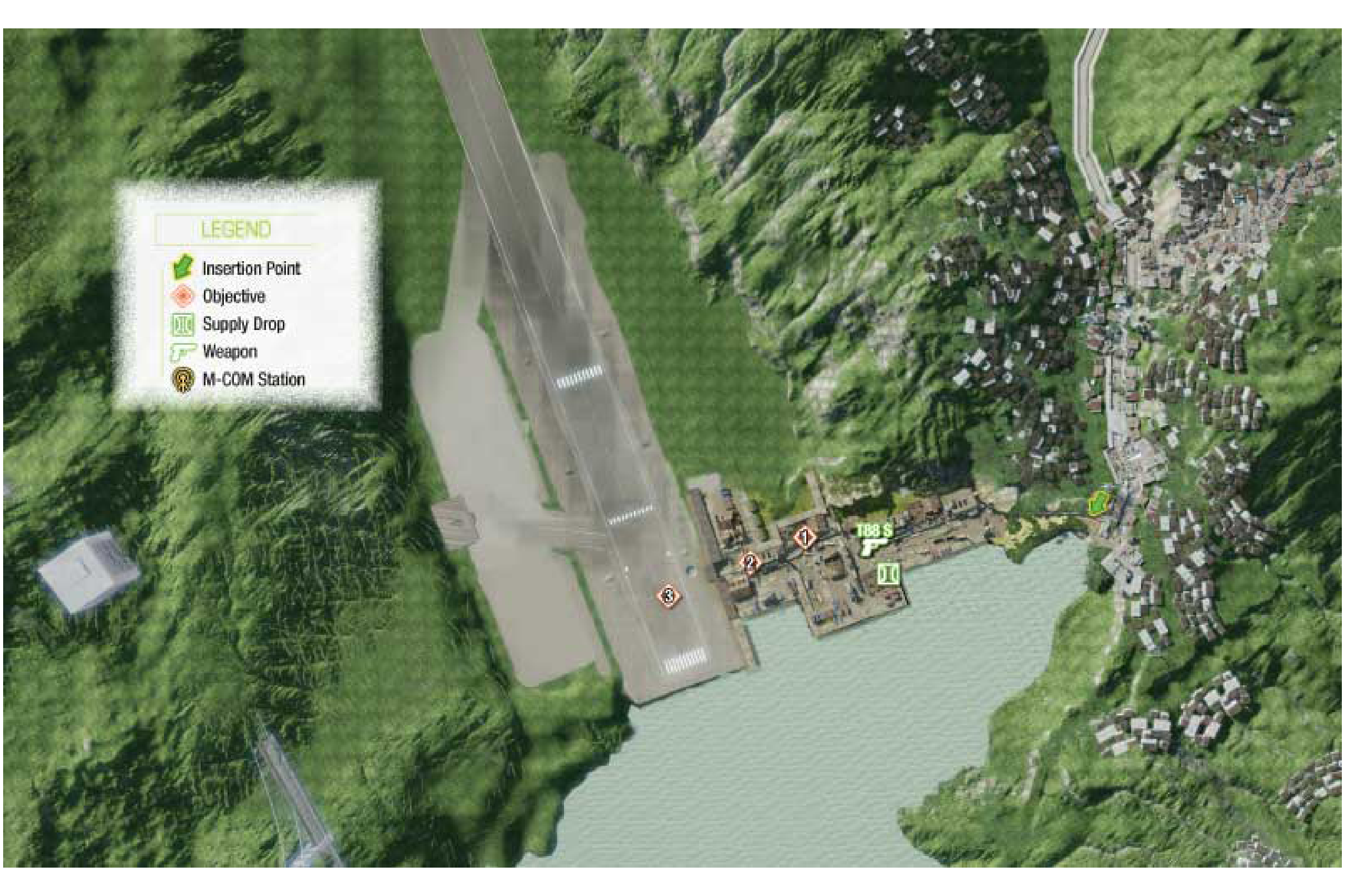


Kirilenko has succeeded in creating a scalar weapon, but it's not too late to stop him. Overwhelmed by the latest event, Sarge, Haggard, and Sweetwater sit around in a daze, unsure what to do next. But Marlowe urges his squad to act, or else there won't be a United States to return to. One by one, everyone eventually agrees. Now they just need to reach that cargo plane.



Campaign

Force Multiplier



Mission Collectibles

M-COM Stations: 0

Collectible Weapons:

- T88 S sniper rifle

1. Traverse Blast Zone

The cargo plane carrying the scalar weapon is still on the runway to the west, but getting there won't be easy. The area around the harbor is eerily quiet following the EMP blast, however there are still plenty of Russian troops between you and the airfield. Follow your team down the hill toward the train yard and prepare yourself for a tough fight.

As you near the gate to the train yard, several Russian troops attack from the loading dock to the north. Find some cover and begin lobbing grenades in their direction. The enemies here use the low concrete walls on the edge of the loading dock for cover. Destroy these little walls with grenades, then pick off the enemies with gunfire. If you run low on grenades, restock at the ammo crate by the gate. Liberally saturate the loading dock with grenades until you receive no incoming fire.

Caution

Watch out for enemies flanking from the west while you're attacking the loading dock. If you're not careful, they may catch you by surprise.

When your squad moves into the train yard, follow closely behind with your assault rifle at the ready. Look for cover near the two ammo crates in the middle of the train yard and target more enemies on the loading dock to the north. Lob grenades in their direction to destroy their cover, then pick them off with your assault rifle when they have nowhere left to hide.

Once again, wait for your team to move out before advancing deeper into the train yard. As you near a supply drop crate, more Russians attack from the west and north simultaneously. The nearby cover is adequate to protect you from the attacks to the north, so focus on the enemies gathering around the supply drop crate first. Hit them aggressively with grenades and automatic fire. Once your left flank is secure, turn to the enemies on the loading dock to the north and bombard them with grenades until they're down for the count.

When it's clear, grab some new weapons from the supply drop crate. Go with an assault rifle of your choice and the T88 S sniper rifle. After grabbing some new weapons, follow your team toward the ruins of a heavily damaged warehouse. Debris in the rail yard is too heavy, so you'll need to pass through this building to reach the airfield.

2. Find Alternate Route to Runway

Before entering the warehouse, hold outside and help your team eliminate the Russian troops inside. Some of these guys are armed with shotguns, so it's best to engage them at long range instead of rushing inside and taking them on in a point-blank duel.

It's up to you to lead the assault on the warehouse, so move in cautiously while your teammates provide cover from behind. As you step inside, focus on the open shipping container straight ahead and watch for a few Russian commandos rappelling to the floor in the next building. Hold outside the container and engage the commandos as they move into view. Try tossing a few grenades in their direction to expedite their demise.

Once the commandos are down for sure, equip your sniper rifle and slowly move through the shipping container, but stop before exiting. A sniper is positioned on the roof above, just waiting for you to step into view. Aim up and creep forward to spot him. Quickly zoom in and drop him before he can open fire. If you're hit, quickly backpedal into the container for cover and wait to heal before attempting another shot.

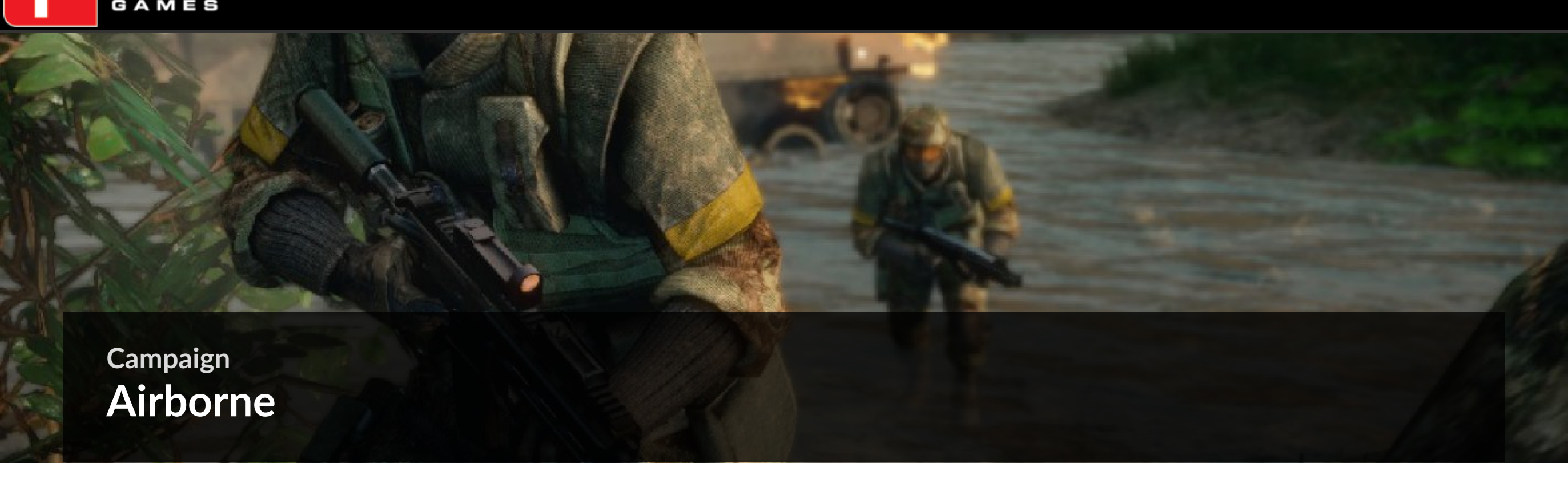
After taking out the sniper, cautiously exit the container and proceed up the nearby steps. One of the dead commandos drops a USAS-12 shotgun, so consider picking it up and using it on any stragglers you may encounter on the way out. At the top of the steps, continue west toward the runway.

As you exit the warehouse, the Russian cargo plane begins taxiing along the runway, preparing for takeoff. Apparently the scalar weapon has no impact at ground zero, allowing the plane to remain operational while everything outside it is fried. You don't have enough firepower to take down the plane, so Sarge suggests boarding it before it takes off. To do that you have to move out now!

3. Board Russian Cargo Plane

You don't have long before the cargo plane takes off, carrying the scalar weapon to who knows where. Follow your squad into a nearby drainage tunnel leading beneath the runway. Sprint through the tunnel and climb the ladder at the end to access the runway. There are no hostiles inside the tunnel, so just sprint!

After climbing out of the tunnel, the guys ditch their weapons and run after the plane as it prepares to take off. Marlowe reaches one of the massive landing gears first and then helps his teammates climb up into the undercarriage compartment. It's time to find that scalar weapon and destroy it before Kirilenko can use it again.



Campaign

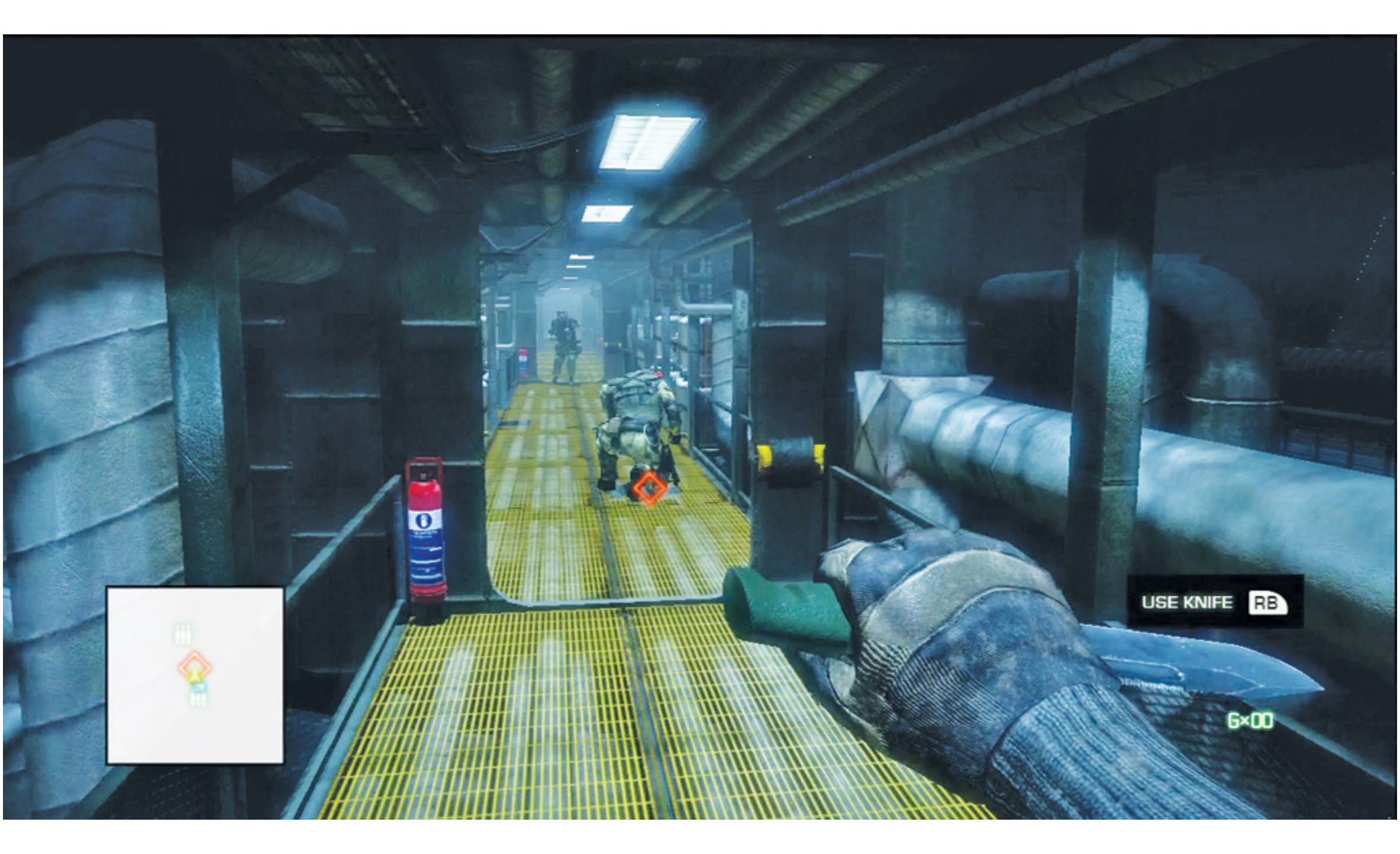
Airborne

Mission Collectibles

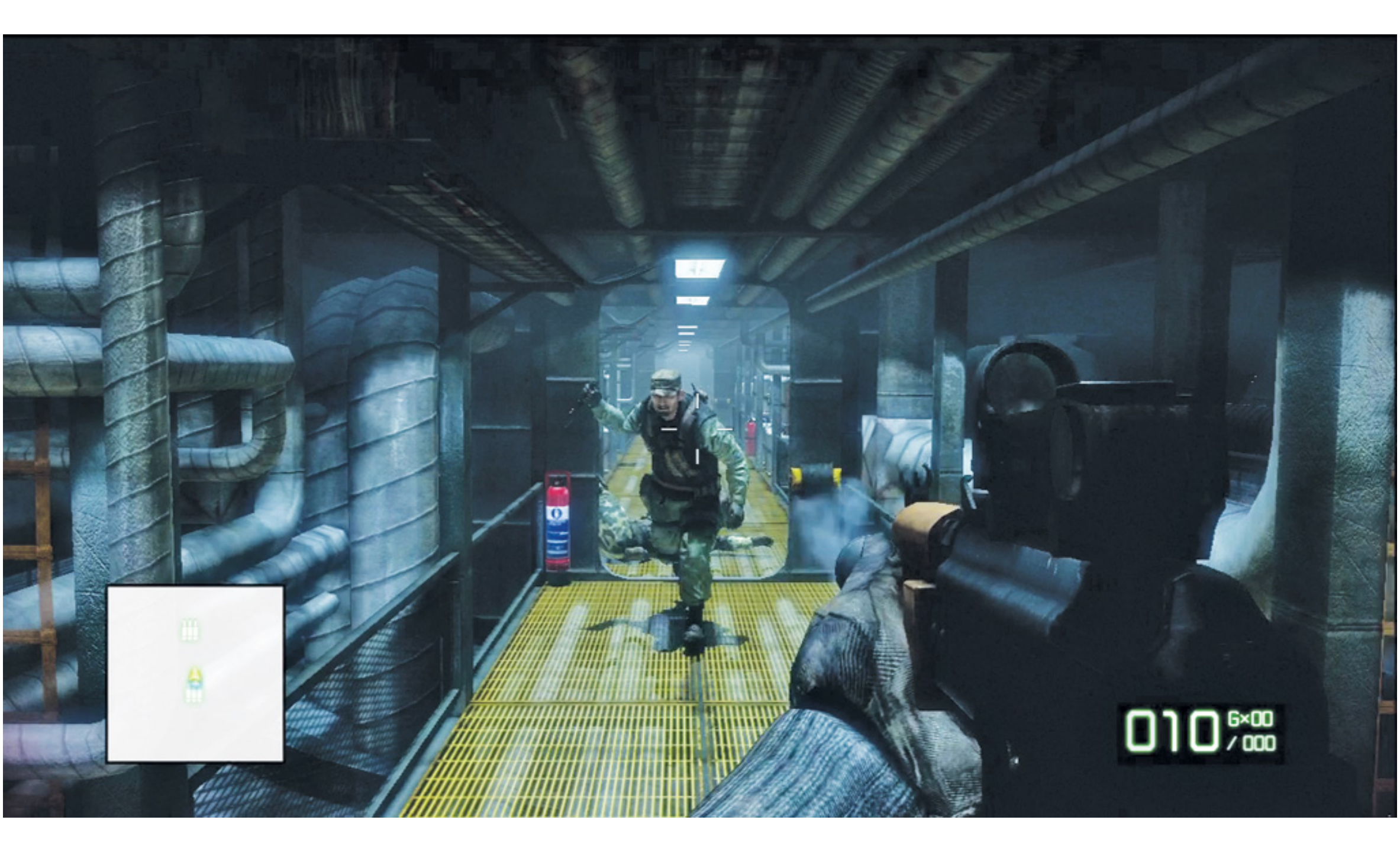
M-COM Stations: 0

Collectible Weapons: None

1. Neutralize Target and Take His Weapon

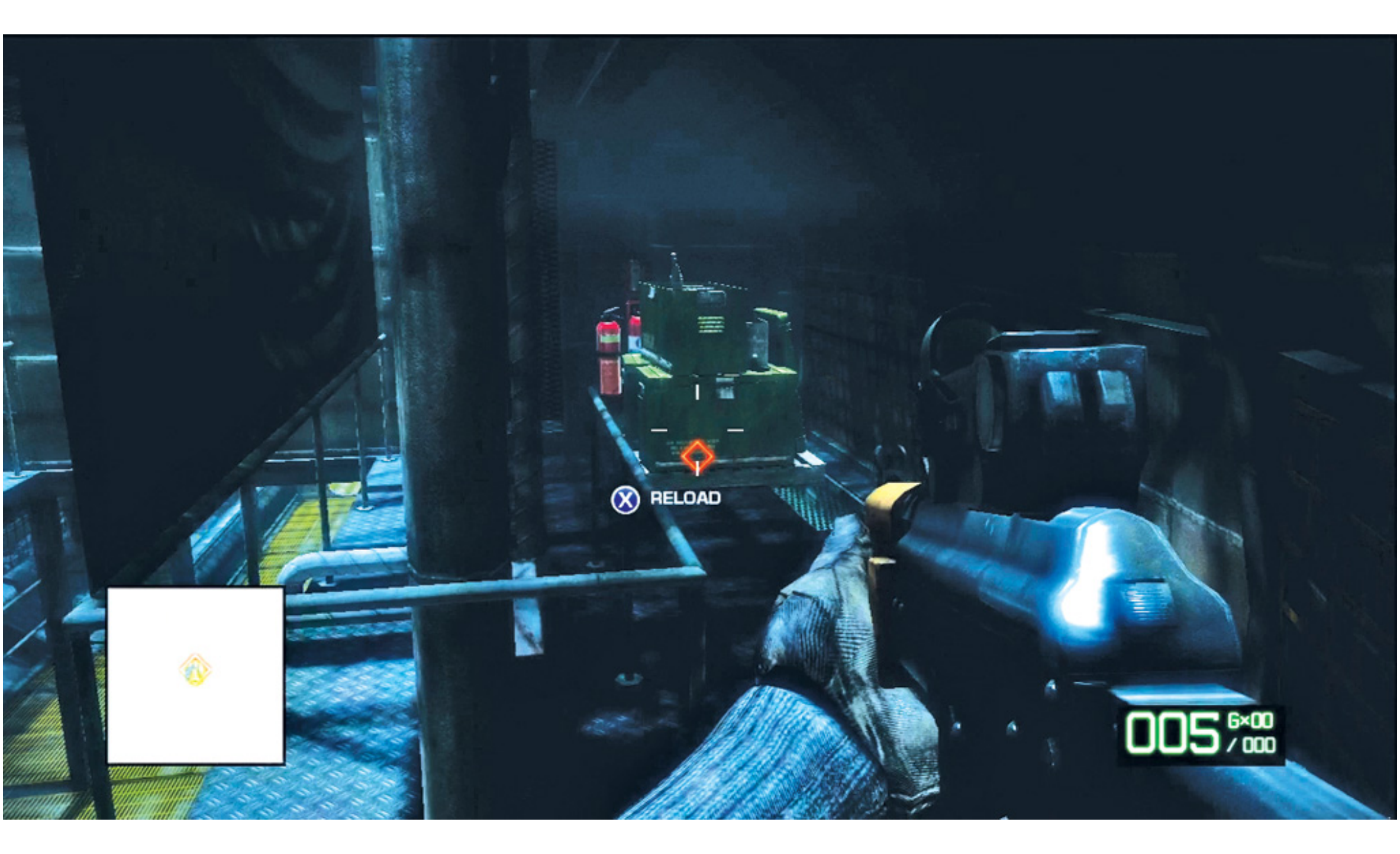


The team is finally aboard the cargo plane carrying Kirilenko's scalar weapon. While dashing to the plane, the team members had to ditch all their guns, but you still have your knife. Sarge wants you to take out the distracted guard in the aisle ahead. The target is crouched and looking away, but as you approach, his buddy in the distance spots you and warns him. Sprint toward the soldier and stab him before he can spin around and open fire. Once he's dead, you automatically grab his AKS-74U-R silenced submachine gun.



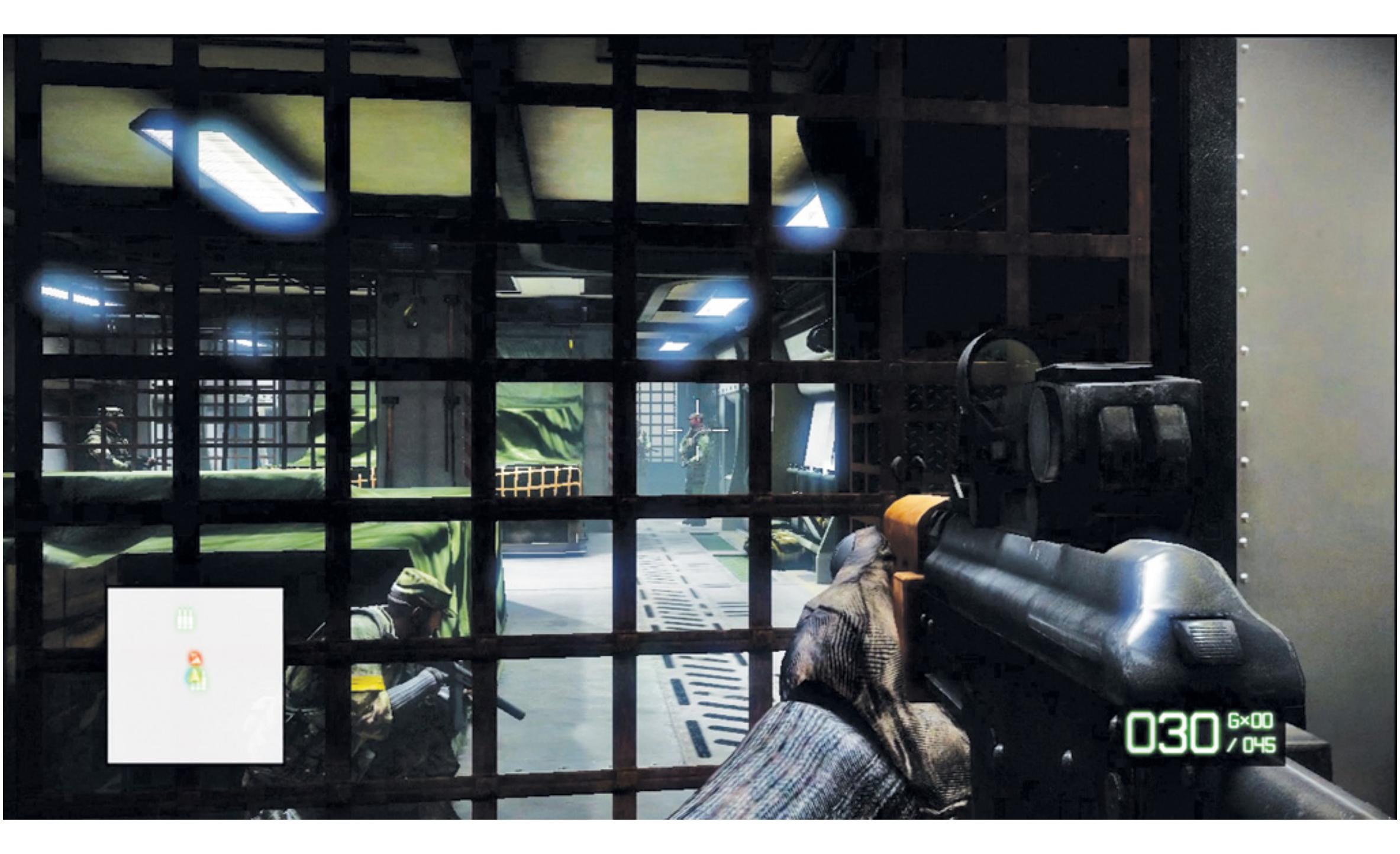
The second guard doesn't have a firearm, but that doesn't stop him from charging you with a knife of his own. Backpedal as you load a fresh magazine into your newly acquired weapon. While reloading you're totally vulnerable, so keep your distance from this guy before he sinks his knife into your chest. Once the weapon is ready, fire a quick burst at the charging guard to drop him. You only have ten rounds, so make each bullet count.

2. Load Up on Ammo



After eliminating the two guards, the rest of this level is clear. Proceed to the end of the aisle and climb the steps. At the top of the short stairs, turn left and look for an ammo crate tucked away into the corner. Stand next to the crate and load a new magazine into your submachine gun. Now you're ready to move out and cause some damage.

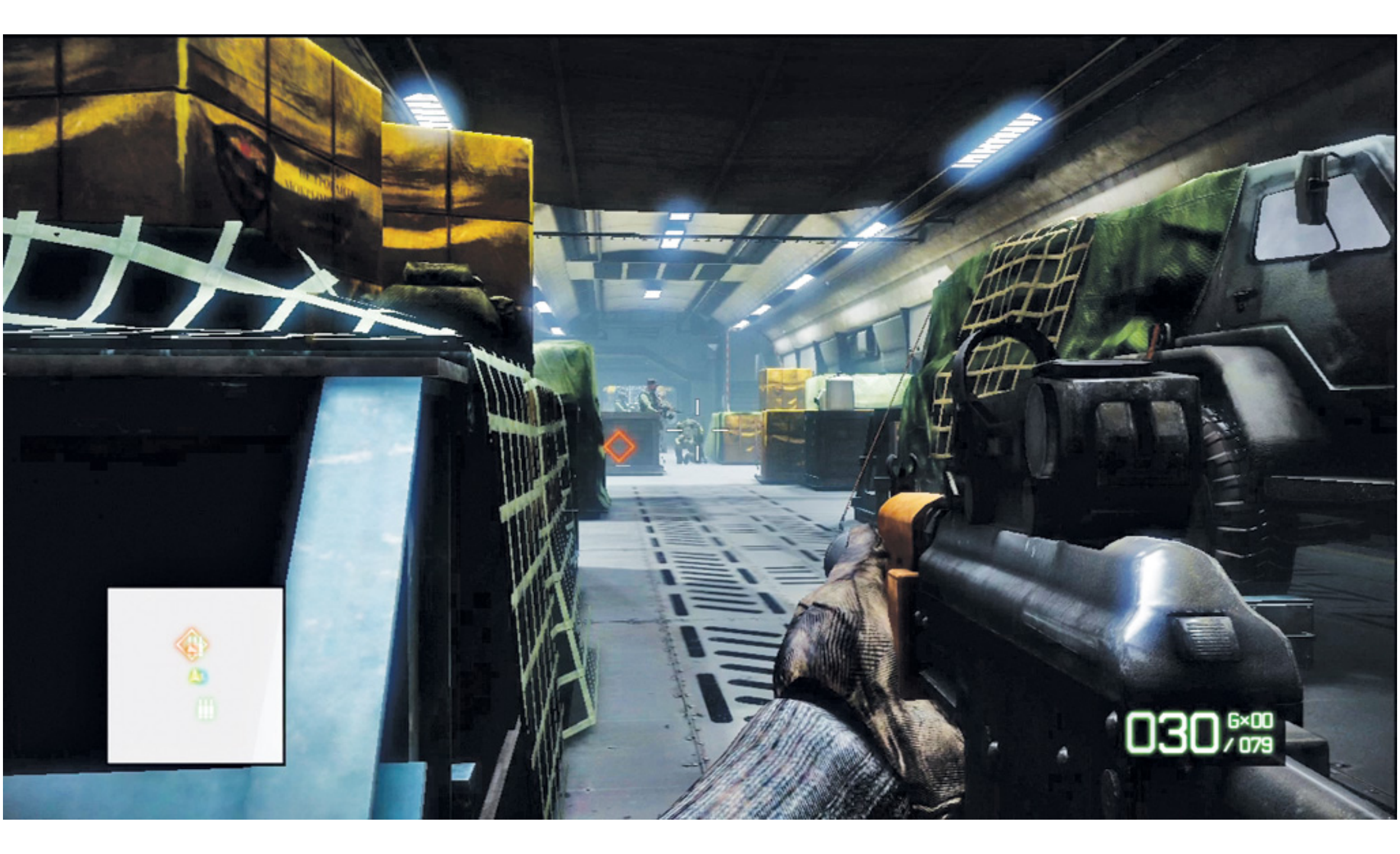
3. Locate the Weapon Room



Given the heavy security detail onboard the cargo plane, there has to be an armory with more weapons. You need more than this submachine gun if you hope to assault the cockpit. The cargo compartment ahead is guarded by three Russian soldiers. After entering, step to the right, peering through the cargo net. Zoom in and shoot one of the guards in the head to start the attack. By now your squadmates have weapons too and will join in the attack once the first shot is fired. Still, help them eliminate the two remaining enemies before they can retaliate.

Caution

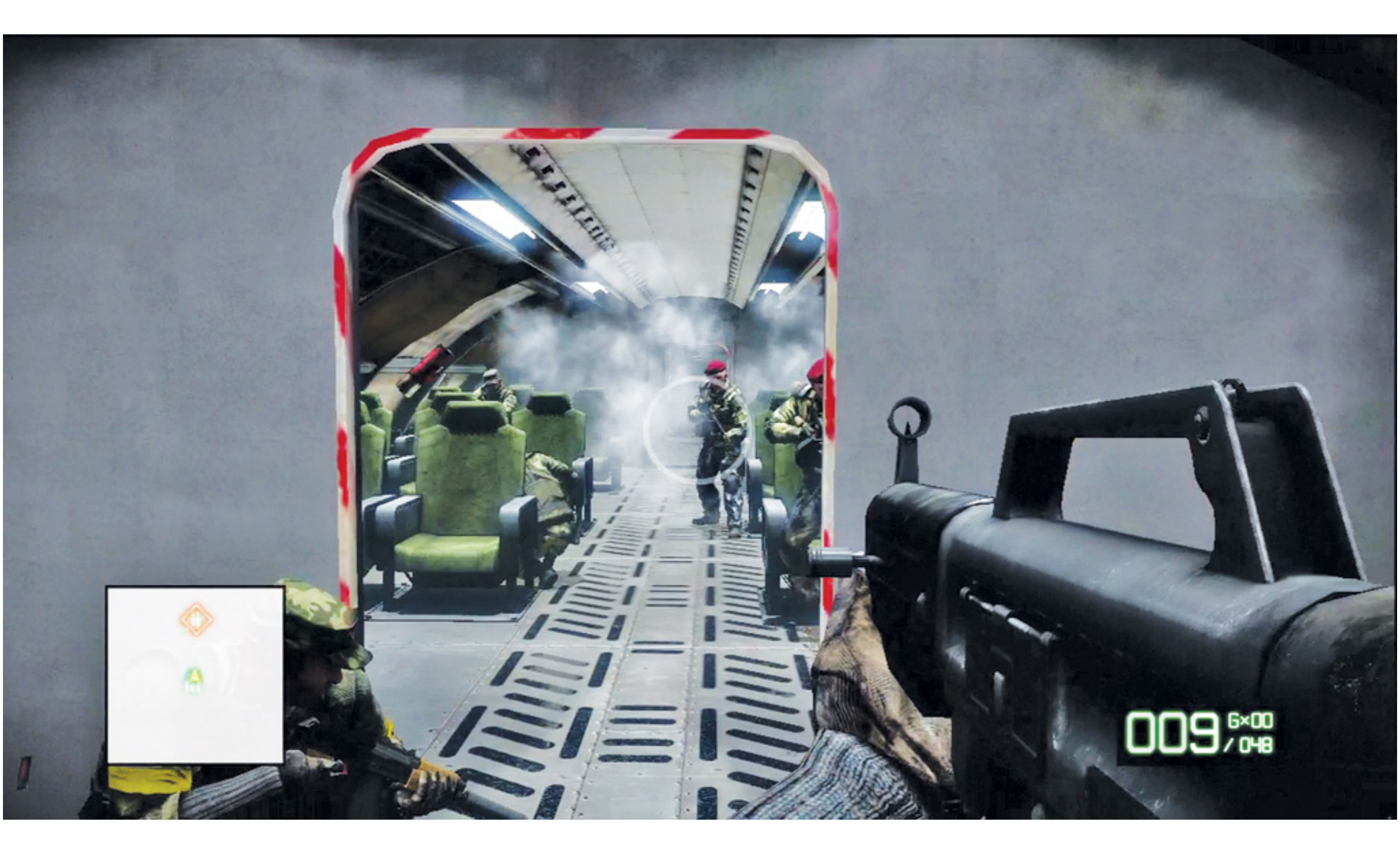
The enemies in this cargo compartment are armed with AKS-74U-R submachine guns. If you don't have this weapon yet, pick one up to add it to your collection. It's the same as the weapon you have, only it doesn't have the red dot sight.



As you advance into the next cargo compartment, Sarge leads the way and knifes one of the patrolling guards. Seek cover along the left side of the compartment and take aim at the four guards ahead. Turbulence causes the plane to shudder, making it difficult to aim accurately. Zoom in and unload an entire magazine on the enemies ahead. Apply some downward pressure on the weapon to compensate for muzzle climb during this burst. Try to mow down all four guards before they can seek cover. You'll know it's clear when Sarge moves out.

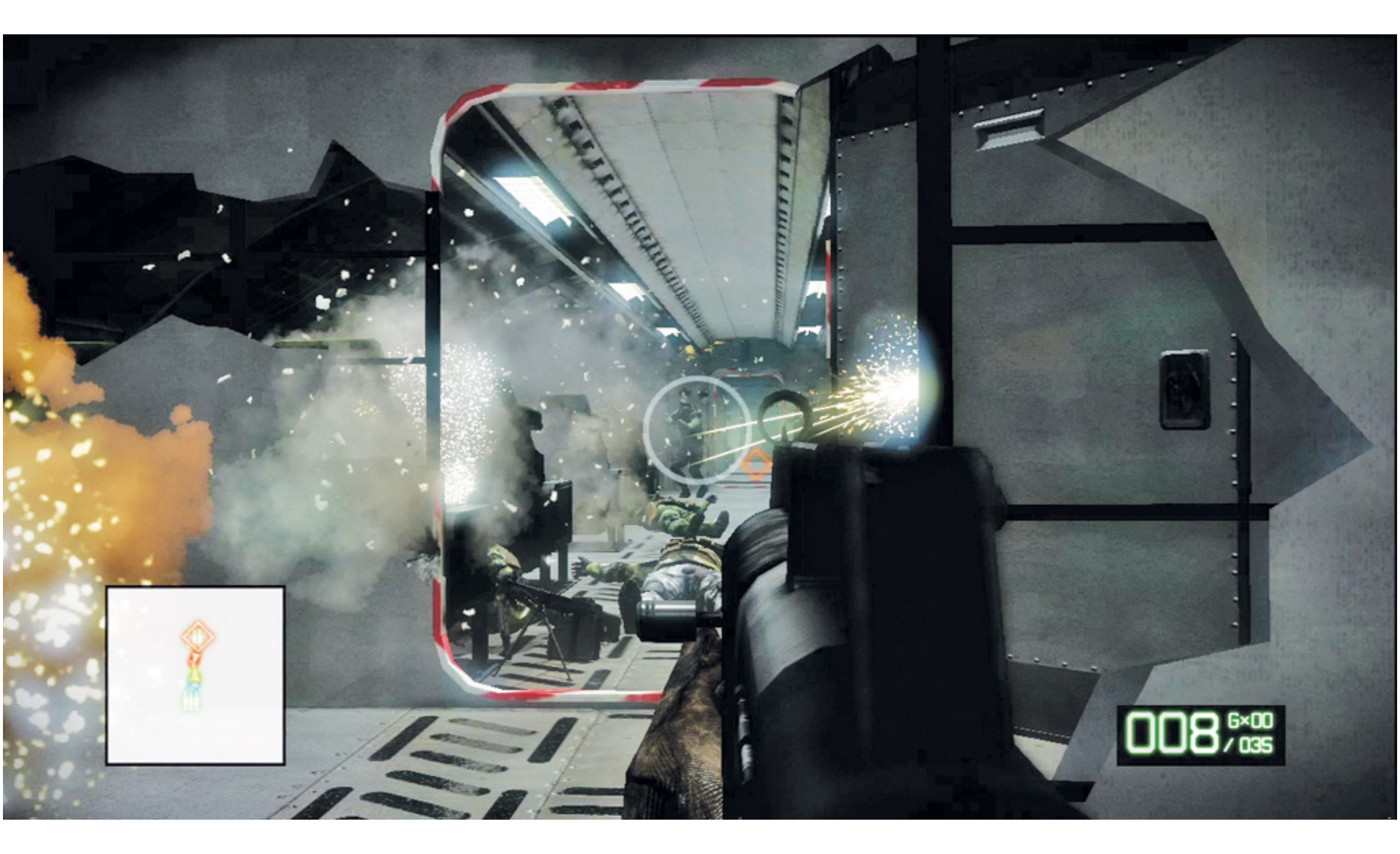
The scalar weapon is located in the compartment ahead, protected by an armored door and bulletproof glass. Haggard figures there's no way they can get to the weapon without a heavy dose of C4. Even then, such an explosion is likely to tear the plane apart. Sarge suggests heading for the cockpit and taking control of the aircraft.

4. Storm Cockpit

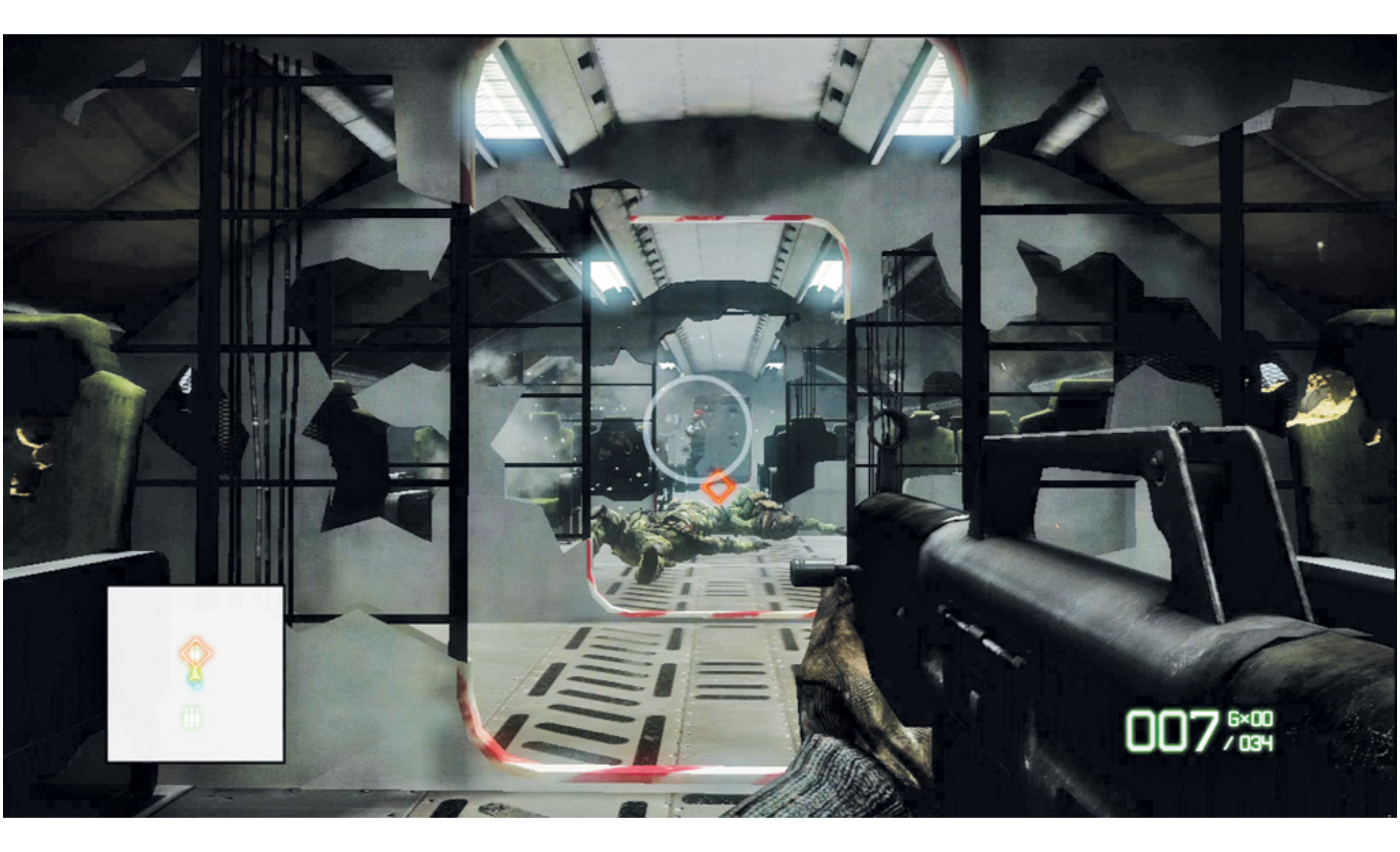


Following the cutscene, Haggard toss you a USAS-12 shotgun. Load a fresh magazine into the weapon and then top off your ammo count by standing next to the nearby ammo crate. Follow your team upstairs to the passenger compartment. Stand directly in front of the closed door and wait for Sarge to kick it open.

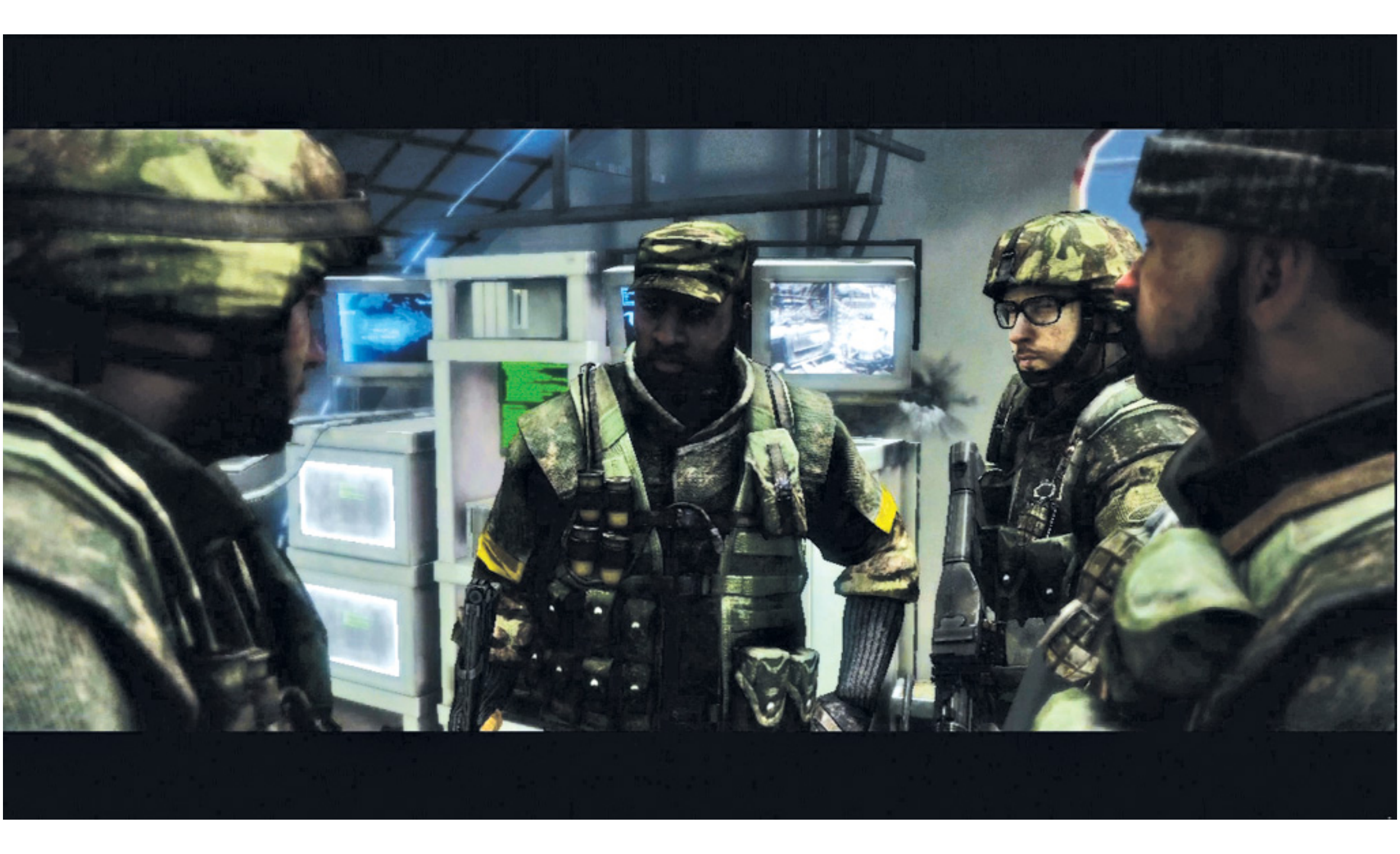
Immediately open fire on the startled enemies, taking out the guys in the aisle first. Next, focus on the soldiers in the seats. The shotgun has no problem tearing through the seats, so don't hesitate, even if you can't get a clear shot. Keep firing until you're out of ammo, then step to the right and reload while your teammates continue the attack. Once you have a new magazine loaded, step back into the doorway and finish off the survivors.



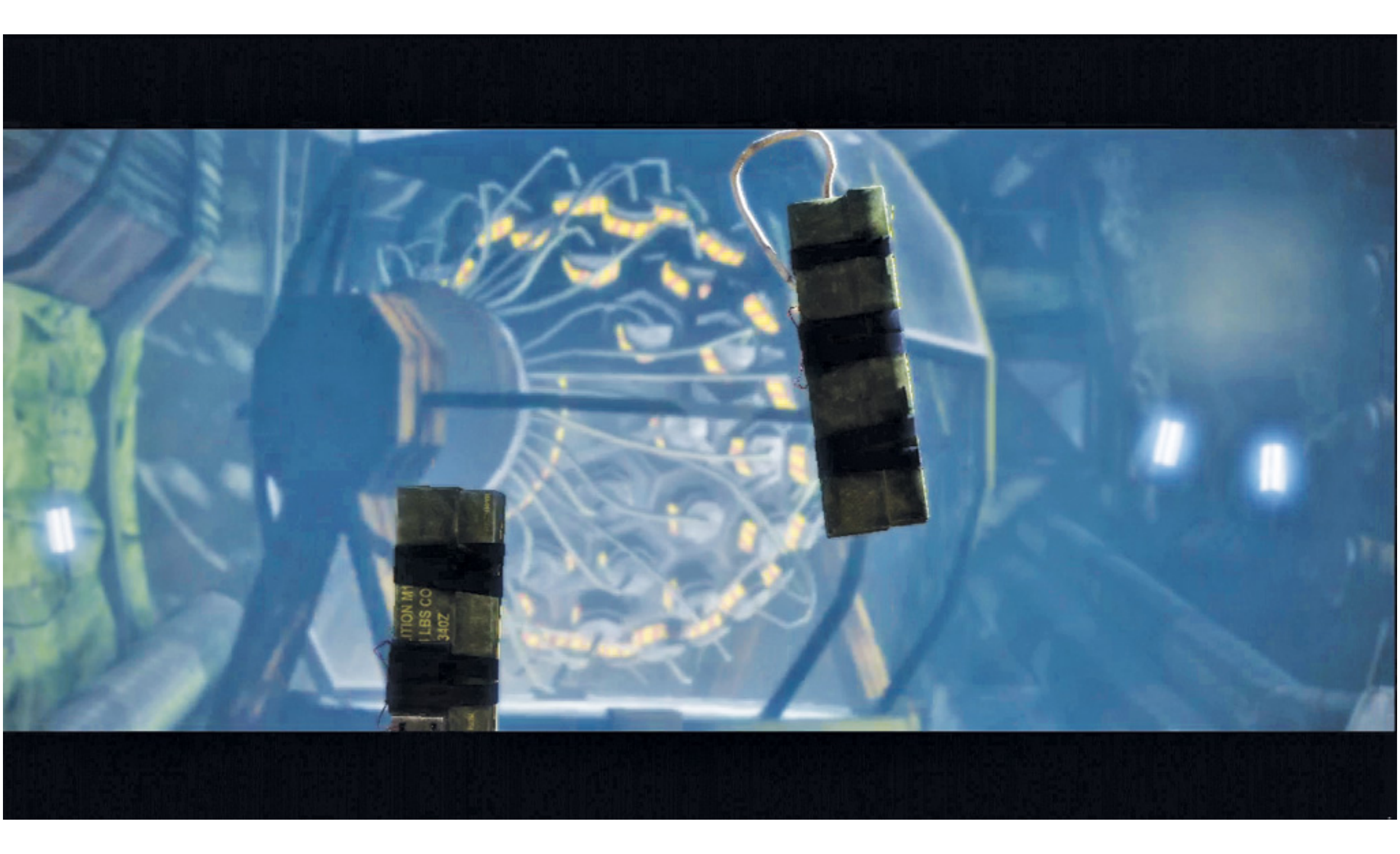
Wait for Sarge to move through the door, then follow him into the passenger compartment. By now, the element of surprise is gone. Keep your weapon trained on the closed door ahead. As soon as it opens, pull the trigger to engage the next group of enemies ahead. If you take heavy fire, step to the right for cover and crouch. The wall-like partitions crumble under heavy fire, so duck behind a seat for better concealment. If they can't see you, they're less likely to shoot at you.



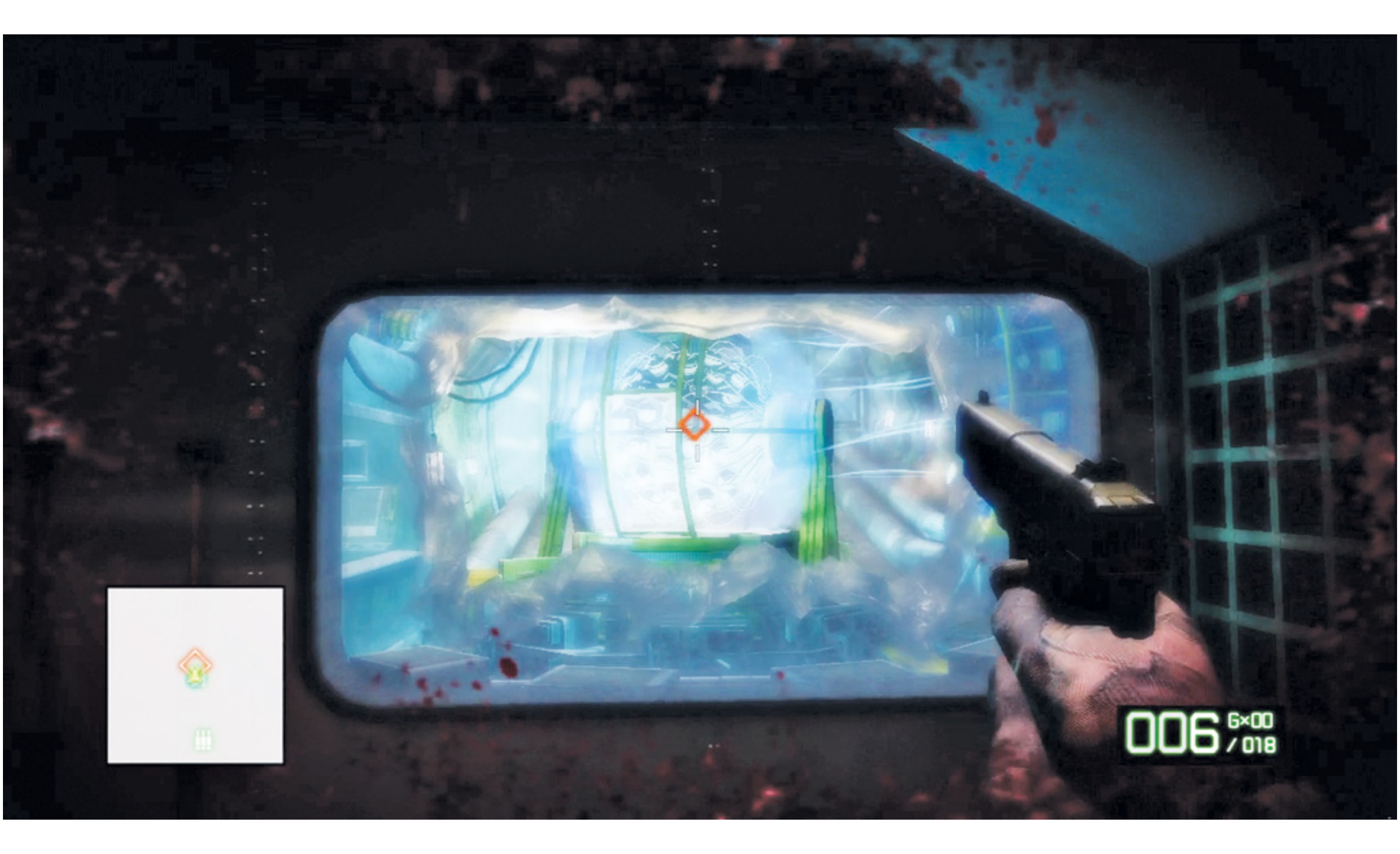
A handful of Russian troops defend the cockpit door ahead, but they're no match for your shotgun. Stay low and keep firing shell after shell down the aisle. If they take cover behind the seats or partitions, simply shoot through their cover. But don't get greedy. If you start taking heavy fire, quickly sidestep to the right or left, as most incoming fire is focused down the aisle. Once all the enemies are down, move to the cockpit door.



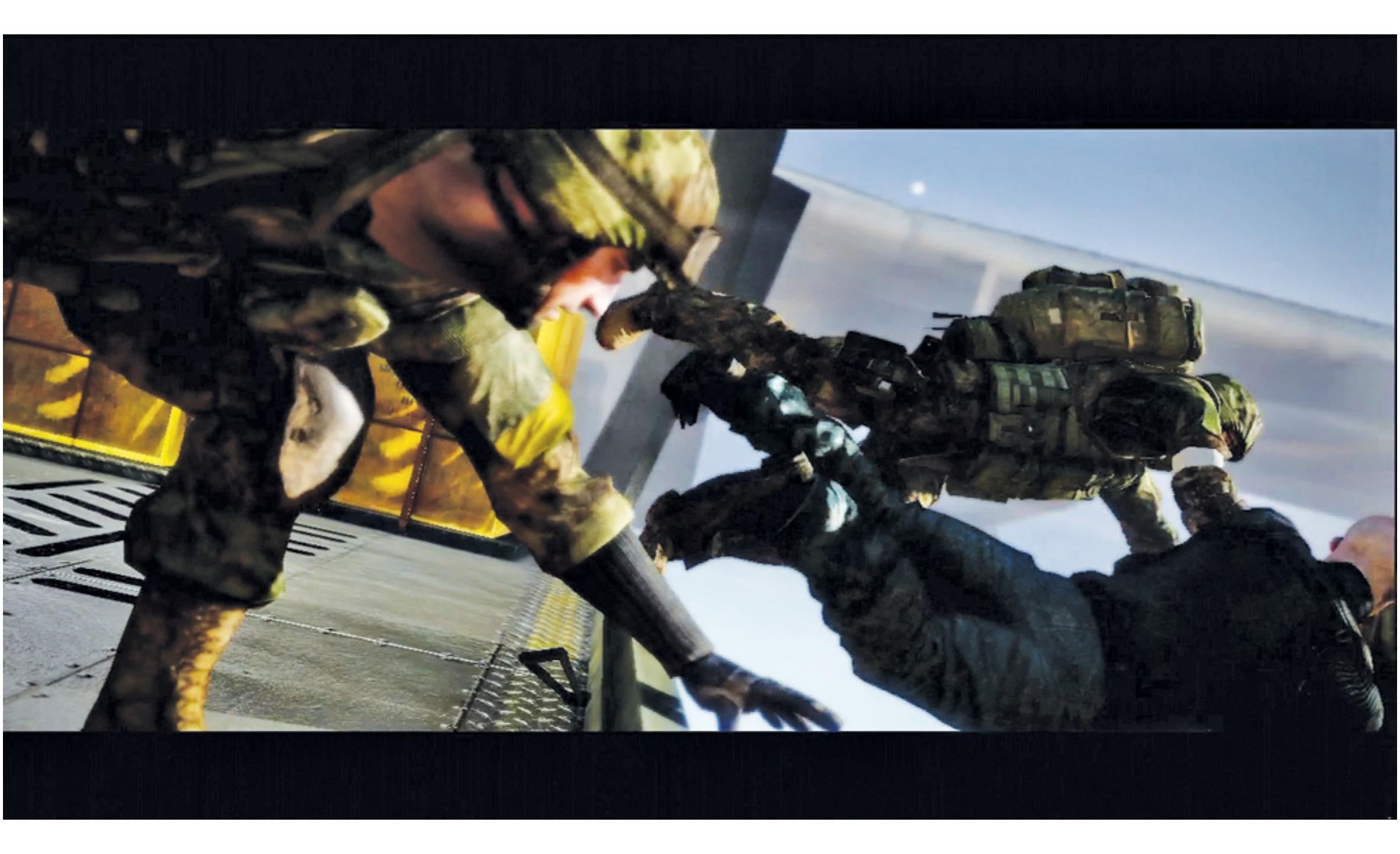
The cockpit is empty. No pilots. No Kirilenko. And the plane is quickly approaching Texas. Suddenly, Kirilenko appears on a video screen. He's located in the shielded compartment containing the scalar weapon. The team is out of options. So they head back downstairs and commence an attack on the fortified scalar weapon. As Haggard plants C4 charges on the bulletproof glass, Kirilenko can be heard panicking inside. He knows the explosion will bring the whole plane down.



5. Destroy Weapon Compound

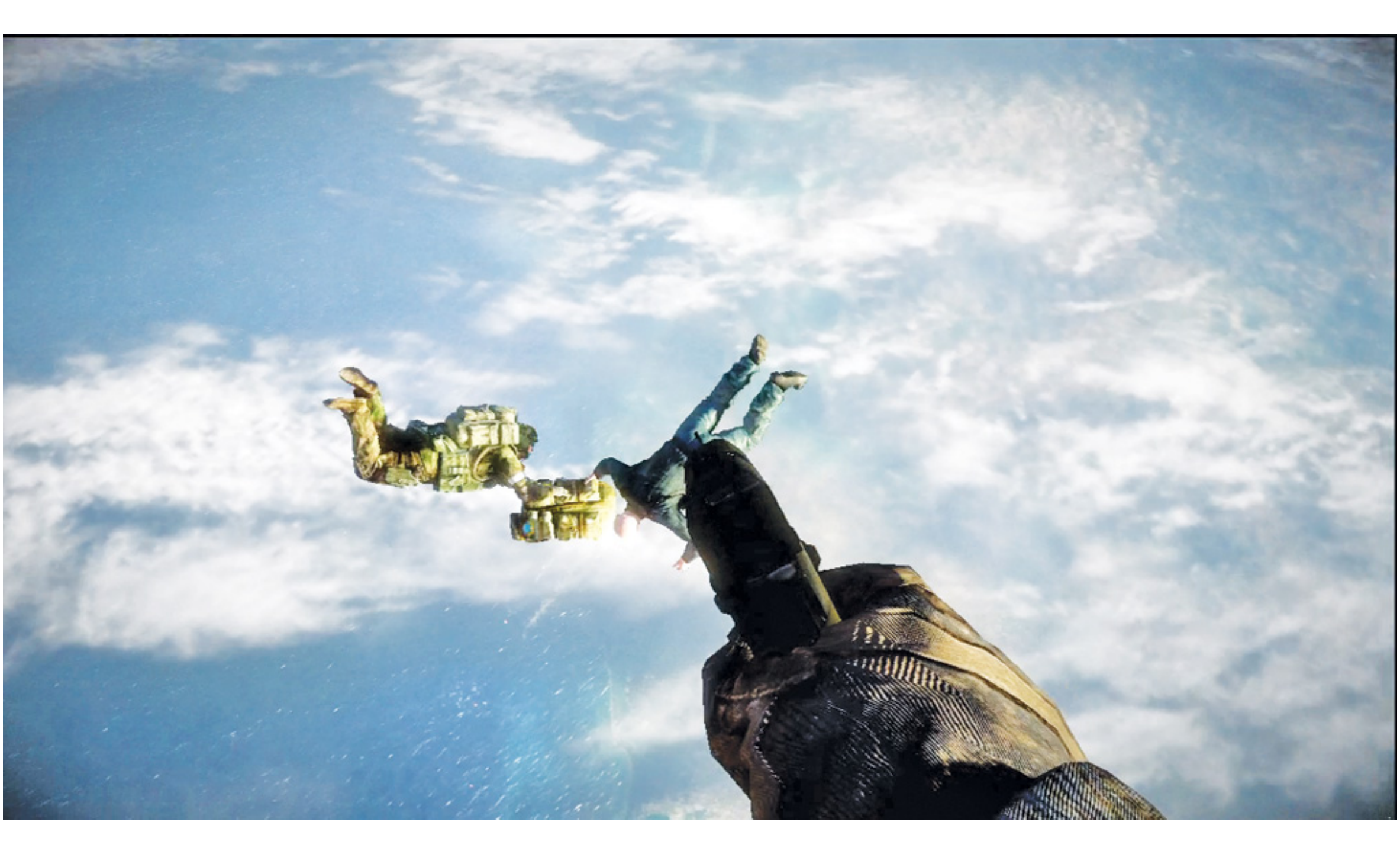


Given their close proximity, the exploding C4 charges nearly kill you. But don't let that minor detail distract you from the task at hand. Now that the bulletproof glass is history, aim at the scalar weapon with your pistol and empty a full magazine into the rotating device. Keep firing until the weapon emits a bright white flash and stops rotating. You did it. Kirilenko's weapon is dead . . . and the Texas power grid remains intact.



Following the destruction of the scalar weapon, Sarge and Haggard grab parachutes and leap out of the crippled aircraft. As Sweetwater is about to hand Marlowe a parachute, Kirilenko tackles him, causing them both to tumble out of the plane. With no parachutes left, Marlowe leaps out after Kirilenko.

6. Terminate Kirilenko



Sweetwater and Kirilenko are still fighting over the last parachute as they freefall. As you chase after them, carefully take aim at Kirilenko and open fire with your pistol. Don't worry too much about accuracy or hitting Sweetwater. Just keep your weapon centered on Kirilenko and keep firing. You only have a few seconds to score the kill, so make each shot count. If you fail to kill Kirilenko in time, you'll fall past Sweetwater and die, forcing you to retry this sequence. You'll know you're successful when Kirilenko lets go of the parachute and drifts away from Sweetwater. You can relax as Sweetwater turns toward you with the parachute.

Campaign

Epilogue

The scalar weapon is destroyed and Kirilenko is dead. As the team regroups on a dusty Texas road, there's plenty to celebrate, and Haggard has the festivities all planned out. But the party will have to wait.

General Braidwood arrives in a convoy of HUMVs and congratulates the squad on a job well done. There's no time for celebrations yet, however. Apparently the Russians are attacking Alaska.

Sarge will have to hold off on retirement once again. That wraps another installment of Bad Company, but by the looks of it, the squad's adventures are far from over.

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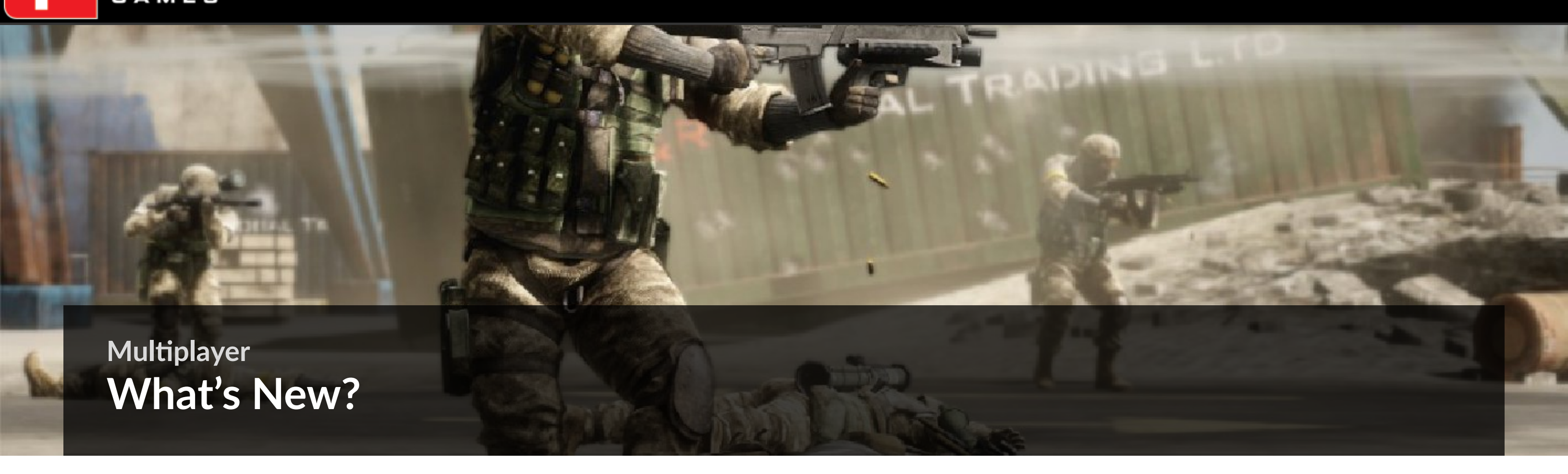


Multiplayer

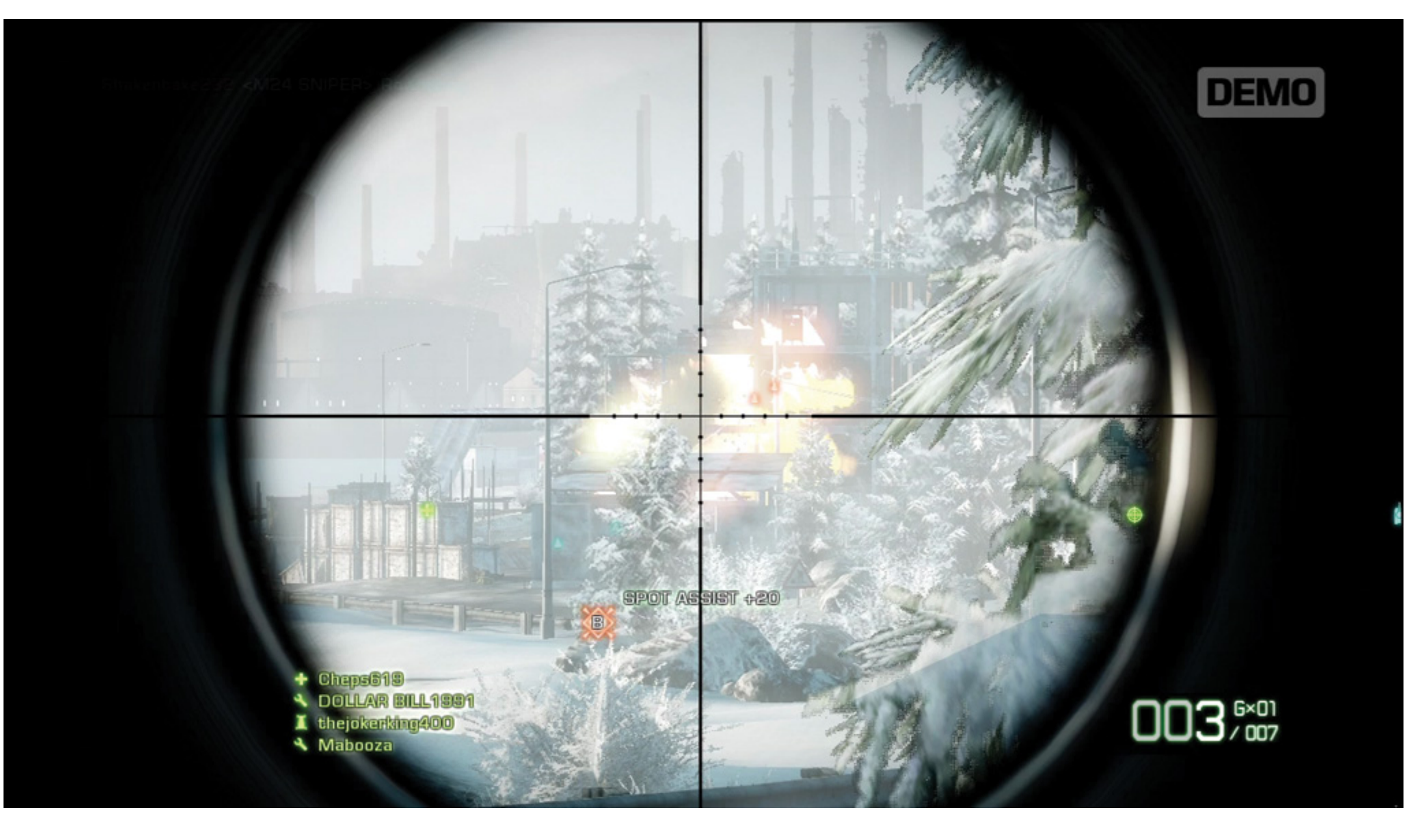
What's New?

While the single-player campaign offers a great story and adventure, it's only half of the game. The multiplayer experience is the other half.

Playing against other humans and working together as a team with members of your squad adds an entirely new dimension of fun.

Plus, earning new unlocks and ranks is incredibly addictive, making hours melt away. So before jumping into a multiplayer match, make sure you've set aside plenty of free time. After all, who needs sleep?

If you're a grizzled Battlefield veteran, then you can jump online now and feel right at home among the whizzing bullets and exploding shells. But before rushing into action, make note of the new features availablein this installment.


DEMO
SPOT ASSIST +20
Cheps619
DOLLAR BILL1991
thejokerking400
Mabooza
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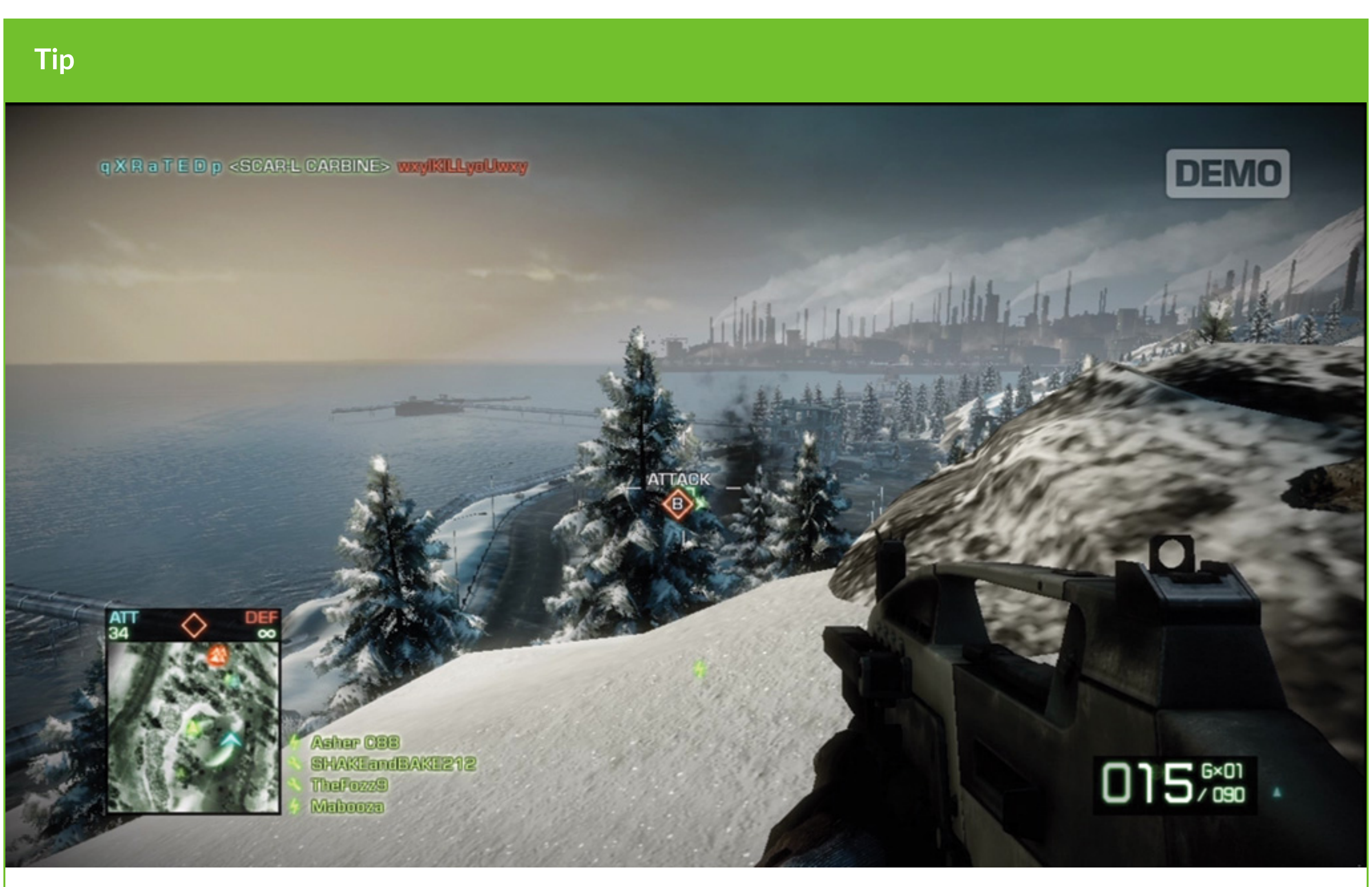
COMMS: Target Tagging

This isn't a completely original feature, but it's the first time it has been implemented so intuitively. When you have an enemy player or vehicle in your sight, press the COMMS button to tag it. This places a red icon on the HUD and minimap, showing your entire team where the enemy unit is located.

Enemy infantry show up as red triangle icons while vehicles are represented by red vehicle icons. Targets only remain tagged for approximately five seconds, but that's usually more than enough time for your team to take notice of the threat. Also, once the icon disappears, you can tag the target again as long as you've maintained a line of sight.

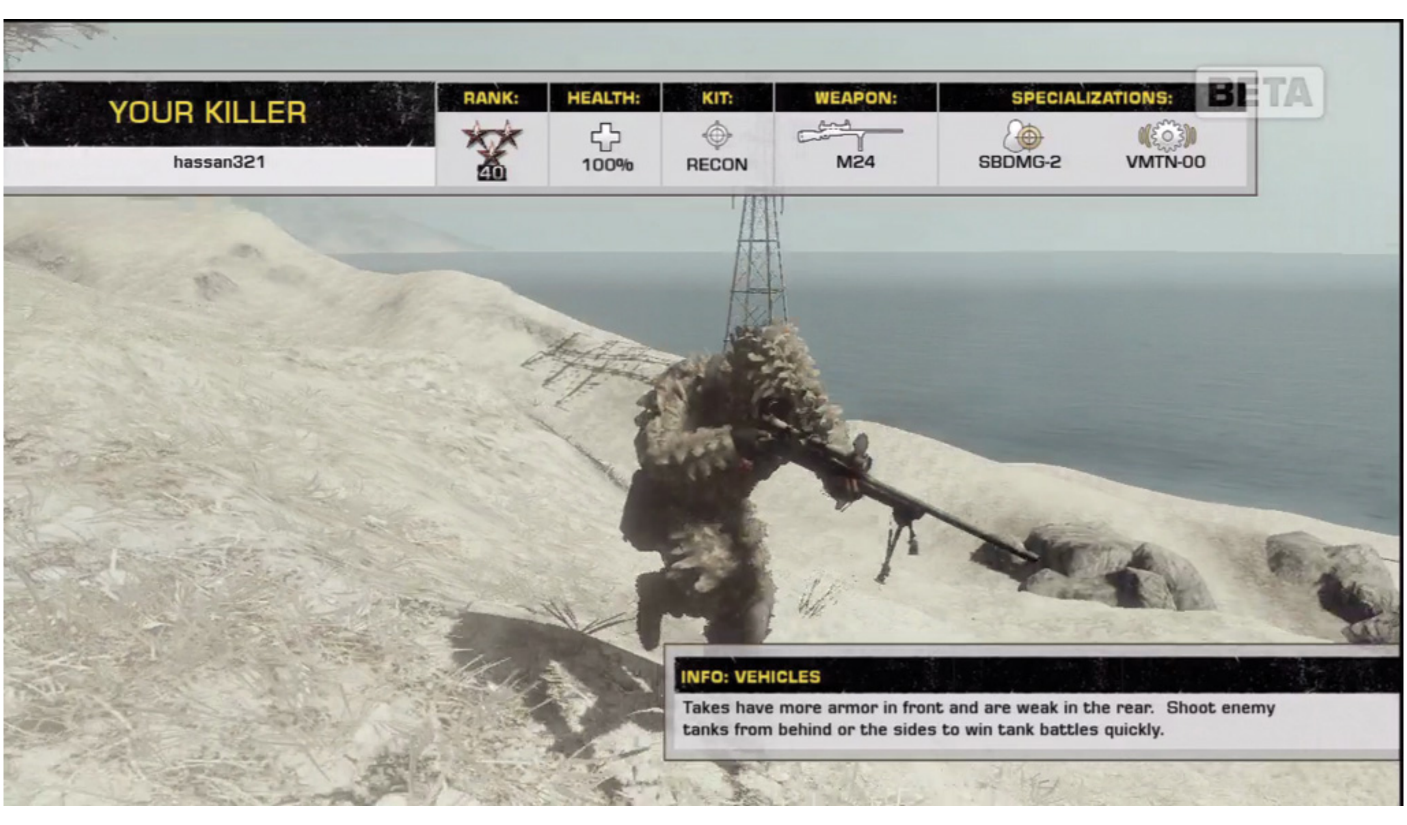
If a teammate kills the target you tagged, you earn a spot assist bonus worth 20 points. So consider playing as recon with a high-powered scope and simply tag enemy units for your team. Even if you don't kill anything yourself, you can still rack up an impressive score.

Tip


qXRaTEDp <SCAR-L CARBINE> wxylKILLyoUwxy
DEMO
ATTACK
ATT 34
DEF ∞
Asher 088
SHAKEandBAKE212
TheFozz9
Mabooza
015 G×01 / 090

The COMMS button can also be used to issue squad attack/defend orders. Aim at an M-COM station or control point and press the COMMS button to issue an order. A green box icon appears around the target on the HUD, showing your squad what position to focus on.

Killer Cam


YOUR KILLER
hassan321
RANK:
40
HEALTH:
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RECON
WEAPON:
M24
SPECIALIZATIONS:
SBDMG-2
VMTN-00
BETA
INFO: VEHICLES
Takes have more armor in front and are weak in the rear. Shoot enemy tanks from behind or the sides to win tank battles quickly.

Every time you die, you get a brief glimpse of your killer through the new killer cam. This screen appears briefly immediately after your death, providing a shot of the player who killed you as well as their name, rank, health, kit, weapon, and specializations. It may seem like a frivolous addition, but the killer cam has larger implications for how the game is played.

Snipers can no longer camp in one spot and kill from an undisclosed location throughout the entire match. Through the killer cam, victims can see approximately where an enemy player is camping and enact revenge once they respawn. Make a habit of moving frequently, or else you're likely to face one of your angry victims sneaking up behind you with a knife.

UAV

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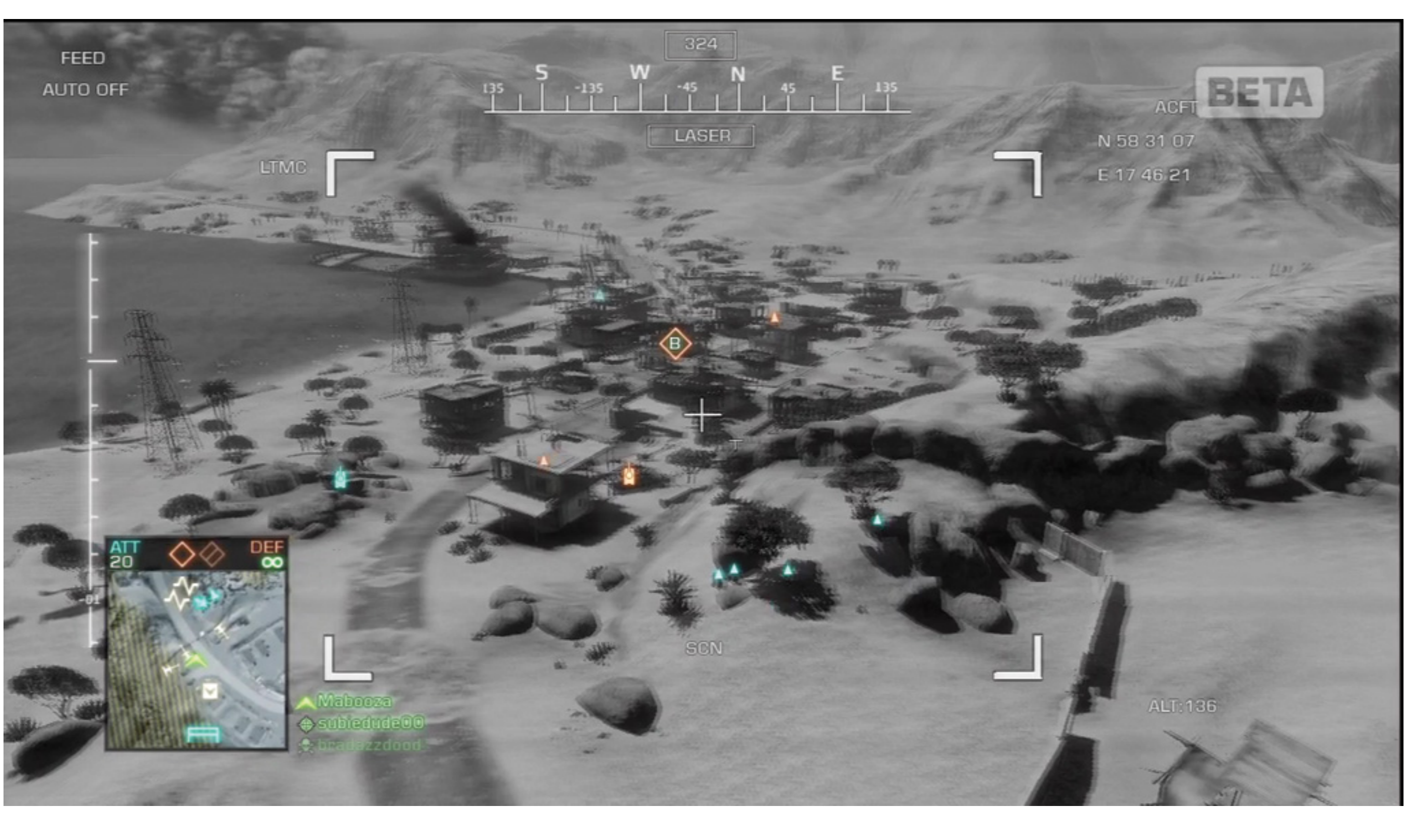
Freddy-K1
Mabooza
030 G×1 /90

UAVs aren't new to Battlefield, but this is the first time you can control one and order up some impressive air strikes. UAV terminals are found on both Conquest and Rush maps. Simply interact with one of these terminals to begin operating a UAV. If the terminal isn't working, it's momentarily offline. Like all vehicles, the UAV must respawn after being destroyed. Either wait around or come back later for your chance to pilot a UAV.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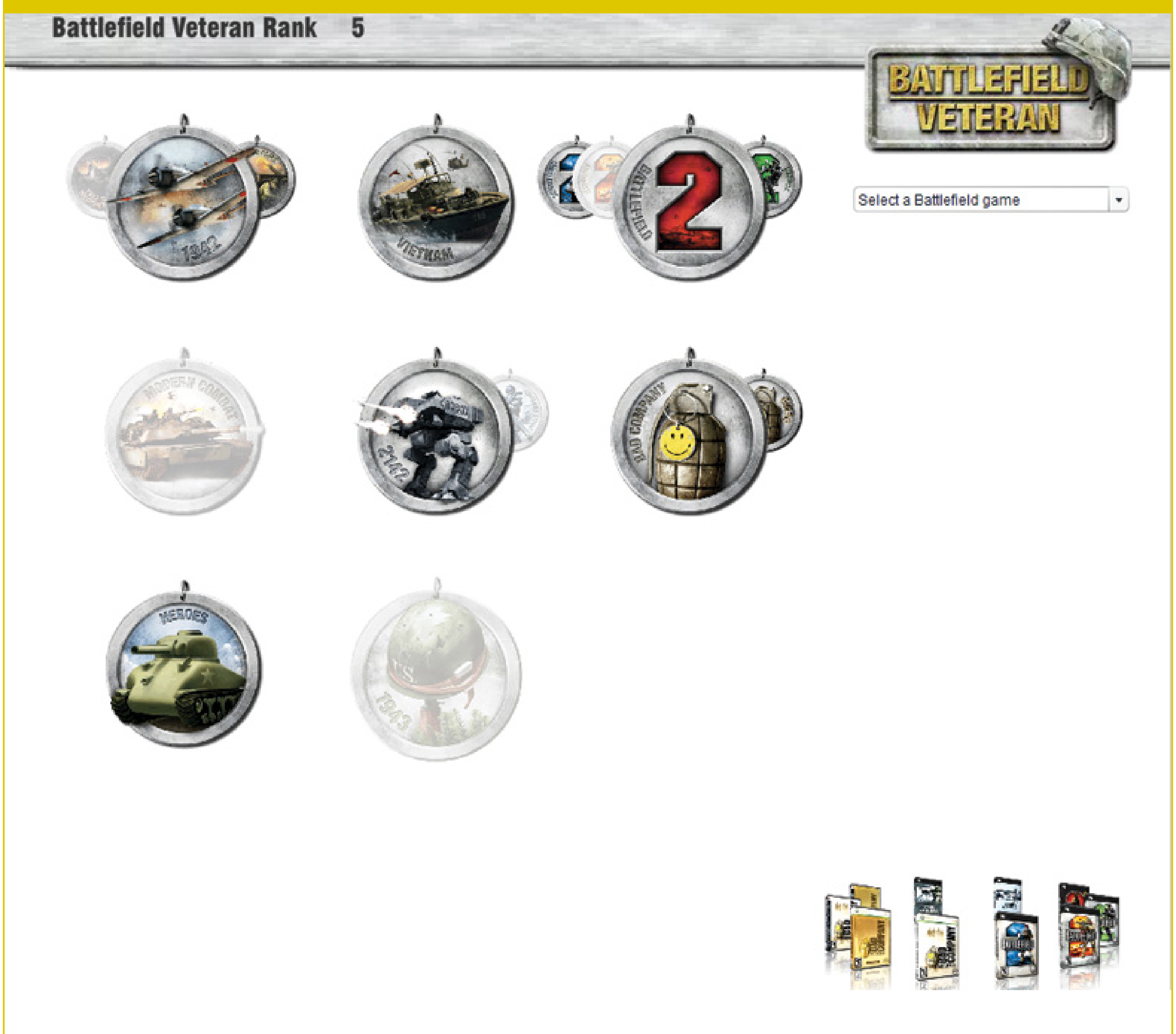
The UAV is a simple remote-controlled helicopter equipped with an infrared camera and laser designator targeting system. The UAV flies like the helicopters, but it's much smaller, faster, and agile. It's also extremely fragile, so keep it out of sight from enemy units as even pistol rounds can bring this little bird down. While flying the UAV, you can use it to tag enemy targets for your teammates by pressing the COMMS button. But the UAV is at its most destructive when initiating Hellfire missile strikes. Target an enemy vehicle (or any unit/location on the map) and pull the trigger to fire the targeting laser indicated by the red box icon at the center of the HUD. Keep this red box on the target until the missile strikes—the missile goes wherever the box icon is pointing, so track your target's movements if necessary. Hellfire missiles are most effective against tanks, so try to locate a high-value target before initiating an attack. After firing a Hellfire missile, you must wait several seconds before another Hellfire is online. During this time, seek cover and protect your UAV from enemy fire by hiding behind hills, trees, or buildings. Continue tagging targets, but do so from long range. The red box icon in the center of the HUD disappears when a new missile is ready. Find a suitable enemy target, and call in another Hellfire missile. The UAV cannot be landed and repaired like traditional helicopters, so keep it in the air as long as possible. Given the popularity of these vehicles, you probably won't get many chances to fly the UAV, so make the most of your opportunity.

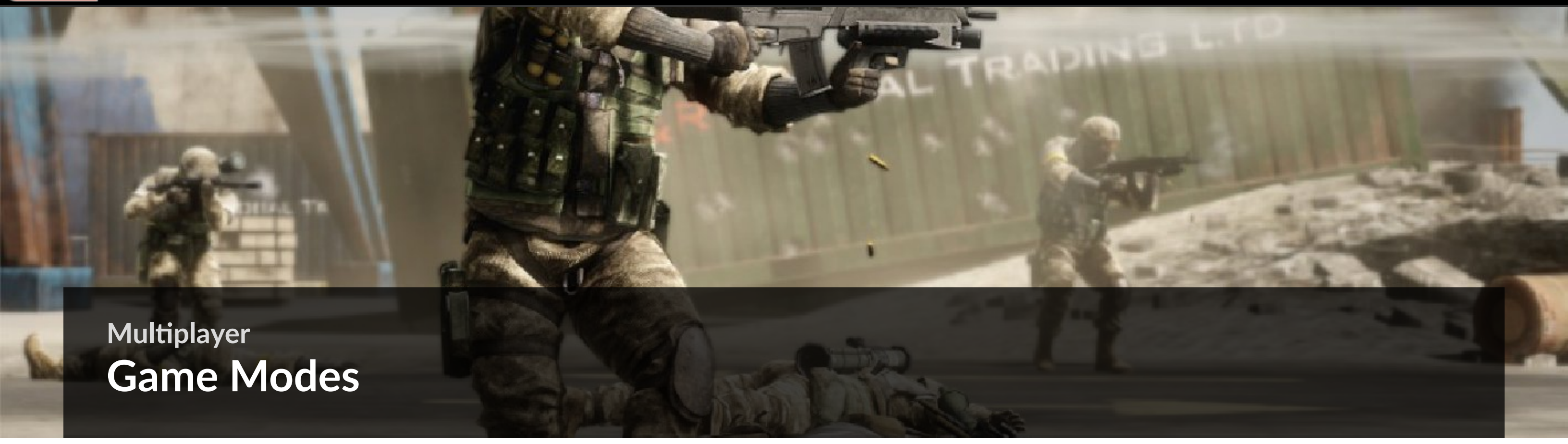
Hardcore Mode

Tired of the easy-to-use interface and minimap showing you exactly where to go? Try the new hardcore mode setting, available on all four game modes. This setting removes most of the HUD elements, including weapon crosshairs. Therefore, you must aim using the weapon's iron sight or scope view. There is also no killer cam, friendly fire is turned on, and weapons do much more damage, making for a hyper-realistic Battlefield experience designed specifically for experts.

Battlefield Veteran Program


Battlefield Veteran Rank 5
BATTLEFIELD VETERAN
Select a Battlefield game
1942
VIETNAM
2
HEROES
1943

Have you owned at least one Battlefield game before Bad Company 2 ? If so, then you're eligible for Battlefield veteran status. Becoming a veteran unlocks the WWII M1 Garand rifle, available to all kits. Veterans also gain immediate access to the ammo box, repair tool, medic kit, defibrillator, and motion sensors. Simply log in to veteran.battlefield.com with your ea.com account and register all the Battlefield games that you own. In addition to the bonus weapon, you're also assigned a Battlefield veteran rank based on how many games you register. Each title is worth one point. Expansions, Battlefield Heroes , and Battlefield 1943 are not worth points, but you can still register them. Your veteran rank is displayed on the website as well as next to your profile name on the scoreboard during multiplayer matches. Let your opponents know that they're facing a veteran!



Multiplayer

Game Modes

There are a total of four game modes spread across 20 different maps, offering plenty of variety for all. Some of the game modes are familiar classics, but there are a couple of new ones intended to ramp up the intensity for those who prefer non-stop action.

Conquest

Max Players: 24 Console/32 PC

This classic Battlefield game mode is back, requiring your team to dominate the area of operations by capturing control points and holding them. Simply stand next to a flag pole at a control point to raise your team's flag—the more teammates there are in the flag's capture radius, the faster the flag is raised. Once captured, some control points provide vehicles and stationary weapons, so leave some personnel back to defend these locations. Both teams have a limited number of reinforcements known as tickets. The ticket count for both teams appears just above the minimap—the team who runs out of tickets first loses the match. You can drain the enemy ticket count by holding more than half of the control points on the map. So if there are four control points, all you need to do is hold three to initiate a ticket drain. Capture a majority of the control points early on and stay put, forcing the enemy to attack your defended positions.

Rush

Max Players: 24 Console/32 PC

Rush is the new version of Gold Rush, first introduced in the previous installment. In this game mode, one team is the attacker while the other is the defender. On the map, there are several bases controlled by the defender. The attacker's objective is to destroy the two M-COM stations at each base. Once both stations have been destroyed, that base is considered destroyed and the defender receives a new base to defend with two more M-COM stations. The attacker has a limited number of tickets at the beginning of a match, shown just above the minimap. Whenever an attacking soldier dies, it costs a ticket for the soldier to respawn on the map. Once the tickets run out, the attackers can't spawn new soldiers back onto the map, giving the defenders a win. However, once the attacker destroys a base, the team gets more tickets as well as a new set of vehicles. The defenders do not have to worry about tickets. They have an unlimited number of respawns. The defender wins by eliminating all attackers and reducing the attacker's tickets before they can destroy all the M-COM stations on the map.

Squad Rush

Max Players: 8

Squad Rush is a modified version of Rush pitting two squads against each other in a compact attack/defend-style game. In this mode, there are only two bases, with only one M-COM station positioned at each. It's the job of the defending team's four-player squad to defend each base's M-COM station against the four-player attacking squad. The gameplay is identical to Rush, but on a much smaller scale emphasizing infantry combat. Teamwork is essential if you wish to come out on top, so stay together and keep the lines of communication open at all times.

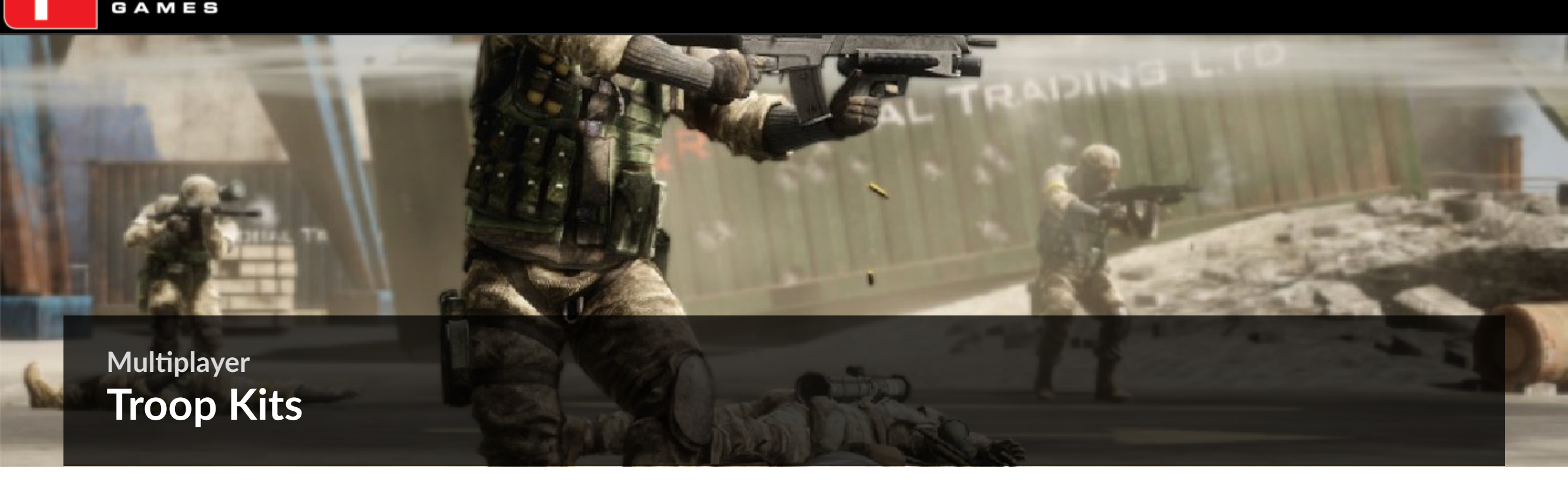
Tip

M-COM stations can be destroyed in a couple of ways. Stand next to a box and interact with it to plant a charge—just like the gold crates in the first game. While planting a charge in this fashion, you can still look around and fire your weapon, so watch out for defenders nearby. Another option is to destroy the M-COM station from long range with explosive weapons, such as rockets, grenades, or tank rounds. These stations can take some serious punishment, so keep up the attack until they explode.

Squad DM

Max Players: 16

Squad DM is Battlefield's first foray into deathmatch, but with a unique team-oriented twist. In this mode, there are four four-player squads each representing a different team: A, B, C, and D. The team that scores 50 kills first wins—the score is listed on the left side of the screen at all times. To make things more interesting, each Squad DM map contains one Infantry Fighting Vehicle (IFV). Whoever can take control of this vehicle gains a huge advantage in firepower. But while manning the vehicle, be aware that there are three other squads gunning for you. As you can imagine, this is a very fast-paced game mode best played with good squadmates you can rely on to watch your back. Stay together, and stay alive!



Multiplayer

Troop Kits

Succeeding during any multiplayer match often comes down to choosing the right tools for the job. That's where the troop kits come in. Before spawning into a game, you'reprompted to choose which kit you wish to equip.

If you're a team player, your choice should be based on what is needed as opposed to which kit you want to play. For example, if your base is being overrun by enemy tanks, choose the engineer kit and use rockets or mines to eliminate the threats.

Although there are only four troop kits to choose from, the customization options are the most elaborate of any Battlefield game to date, allowing you to mix and match weapons, gadgets, and specializations to create a unique kit that compliments your style of play.

Assault

U.S. Assault/Russian Assault

Strengths: Well-rounded kit; ammo resupply

Weaknesses: Limited anti-armor capability

Starting Assault Kit

Primary Weapon: AEK-971 Vintovka

Secondary Weapon: M9

Gadget: 40mm Grenade Launcher

Frag Grenades: 2

The assault kit is the most versatile of the four kits, effective in both offensive and defensive situations. When you're not sure what kit to choose, you can't go wrong with this one. The assault rifles associated with this kit are excellent at any range, with great damage output and impressive rates of fire. Each assault rifle is also equipped with a 40mm grenade launcher, great for blasting infantry, light-skinned vehicles, and even structures. The assault kit also plays a crucial supporting role by supplying teammates with ammo. The kit's first unlock is the ammo box, a device that dispenses ammunition to all within a small radius. There are no ammo crates in multiplayer, so it's up to the assault players to replenish everyone's ammo. You earn a resupply bonus whenever a teammate retrieves ammo from an ammo box, so don't be stingy with these things. Scatter them around your teammates to boost your score.

Assault Tactics

- Most of the kit's assault rifles are fully automatic. But go easy on the trigger when firing automatically, as the rifle's recoil can pull your aim skyward. Instead, tap the trigger, firing in short bursts, to keep the weapon on target.
- Pestered by an enemy firing from a window? Launch a grenade just below the window to take out the entire wall and the shooter standing behind it. This is also a good way to permanently destroy heavy machine guns mounted in windows.
- The assault kit should never run out of ammo, so don't forget to toss an ammo box at your feet if you're running low on ammo or grenades. Also, make sure the recon and engineer players on your team have plenty of ammo. Sniper rifles and rocket launchers run dry quickly, so supplying these players with their own ammo box can become quite lucrative in terms of scoring resupply points.
- Grenades cause very little damage to heavy vehicles like tanks and IFVs. Don't bother attacking these vehicles unless you see smoke pouring out, indicating heavy damage. If you do attack a heavy vehicle, always strive to hit their weak rear armor to maximize damage.
- Once you unlock the 40mm smoke launcher, use it to cover your squad's advances or obscure defensive positions. Smoke causes no damage, but it can greatly increase the survivability of your teammates by hindering the enemy's visibility—if they can't see you, they'll have a hard time hitting you.

Note

Unlockable weapons, gadgets, and specializations for all kits are listed in the appendix at the back of the guide, under Unlocks .

Engineer

U.S. Engineer/Russian Engineer

Strengths: Anti-armor specialist; vehicle repair
Weaknesses: Limited anti-infantry capability

Starting Engineer Kit

Primary Weapon: 9A-91 Avtomat
Secondary Weapon: M9
Gadget: RPG7
Frag Grenades: 2

Engineers are great at taking out vehicles as well as fixing them. Out of the gate, the engineer is equipped with the RPG7 rocket launcher. Use this weapon (and the kit's other unlockable rocket launchers) to take out enemy vehicles, including heavily armored tanks and IFVs. While the engineer is strong against vehicles, the kit's submachine guns are a bit underpowered, particularly at long ranges. So when you're not facing tons of vehicles, consider choosing a different kit with better performance against infantry. In addition to demolishing vehicles, the engineer can also repair them once the power tool is unlocked.

Repairing manned friendly vehicles can earn you repair points, a great way to supplement your score. Try to use the vehicle you're repairing as cover to avoid getting picked off by enemies.

Engineer Tactics

- Never attack tanks or IFVs head-on with a rocket launcher. For one, the driver will probably see you and return fire, sending you back to the spawn screen. Second, the front armor on these vehicles is very thick, reducing the effectiveness of your weapon's warhead. Instead, try to hit the vehicle from the side or rear, where you're less likely to be spotted. Furthermore, the side armor is weaker than the front, and the rear armor is weakest of all, ensuring your rocket inflicts maximum damage—it takes two rockets to kill a tank from the rear and three to kill it from the front.
- Try to hit tanks and IFVs at perpendicular angles when attacking with the rocket launchers. Glancing shots may deflect, inflicting considerably less damage. A rocket striking armor at a perpendicular angle ensures maximum penetration by the warhead's shaped charge. The vertical surfaces covering the wheels and treads on the side are good targets, as is the engine compartment at the back of each vehicle.
- Tracer darts can greatly increase the accuracy of fired rockets. Once the tracer dart gun is unlocked, consider carrying it as your secondary weapon. Tagging an enemy vehicle with a dart earns you a 30-point tracer dart plant bonus, plus the dart allows your rocket launcher to lock on to the vehicle. A box icon is superimposed over the marked vehicle while viewing through the launcher's scope. Wait for a diamond icon to appear in the box, indicating a lock, before firing. Once fired, the rocket homes in on the vehicle, tracking its movements until impact. All other engineer teammates can also lock on and target the same vehicle, earning you trace assists (10 points) and trace kill assists (20 points). Try hitting enemy helicopters with a tracer dart, and then using your rocket launcher to blast them out of the sky.
- The M136 is not compatible with the tracer dart system, but benefits from a manual guidance system of its own. Simply take aim, fire a missile, and guide it into the target by adjusting your aim. This makes it much easier to hit moving targets without having to deal with the tracer darts.
- Anti-tank mines are extremely powerful explosives capable of taking out any ground vehicle. It takes two to kill a tank or IFV, but only one to destroy all other vehicles. However, the mines fill the gadget slot, meaning you can't carry a rocket launcher while they're equipped. Consider deploying mines when defending a static position with predictable avenues of attack. Otherwise, stick with the rocket launcher.

Medic

U.S. Medic/Russian Medic

Strengths: Solid anti-infantry kit; heal and revive
Weaknesses: Limited anti-armor capability

Starting Medic Kit

Primary Weapon: PKM LMG
Secondary Weapon: M9
Gadget: None
Frag Grenades: 2

The medic is a crucial member of any squad, regardless of the tactical situation. These guys carry the massive light machine guns, capable of laying down high volumes of sustained fire, great for suppressing enemy infantry. Beyond their offensive capabilities, the medic is responsible for healing injured teammates with the medic kit and reviving recently deceased friendlies with the defibrillator. Both of these gadgets aren't immediately available to the kit, so keep playing as the medic to unlock them. Despite the kit's effectiveness against infantry and light-skinned vehicles, the medic has no answer for heavy vehicles, so consider carrying a tracer dart gun as your secondary weapon. This allows the medic to contribute to the anti-armor cause, allowing engineer teammates to achieve locks with their rocket launchers.

Medic Tactics

- The belt-fed light machine guns take a long time to reload, so make sure a teammate has your back while you load fresh rounds into your weapon. At the very least, find an isolated piece of cover before initiating a reload. The magazine-fed weapons (XM8 LMG and MG36) have much faster reload times.
- Use the LMGs to target light vehicles like QUADs and PWCs. All it takes is a short burst from these weapons to cause the vehicles to explode, earning you up to two kills in the process. LMGs can also inflict damage on VODNs and HUMVs. These rapid-firing weapons are also great for shooting down enemy UAVs.
- The medic can earn a ton of points by simply healing and reviving teammates. Drop medkits near injured teammates to earn team heal (10) and squad heal (20) points. Also, keep an eye open for dead teammates lying on the ground. Zap them with the defibrillator to score team revive (50) and squad revive (80) points. Healing and reviving can be a full-time job, particularly when defending on Rush maps.
- Revived teammates don't have to respawn, and thus don't use up the team's precious tickets. Conserving tickets in this manner can give your team a huge advantage in tightly contested Conquest matches, so keep those shock paddles buzzing. As veterans know, the defibrillator can also be used to kill opponents with consistently hilarious results.
- Did your medic just die in front of you? You can save him, even if you're not playing as a medic. Grab his kit, then equip the defibrillator to revive your medic before his body disappears. Any kit can be grabbed off a dead enemy or teammate. This is a good way to test weapons and equipment you haven't unlocked yet.

Recon

U.S. Recon/Russian Recon

Strengths: Long-range/explosives specialist
Weaknesses: Slow-firing; vulnerable in close quarters

Starting Recon Kit

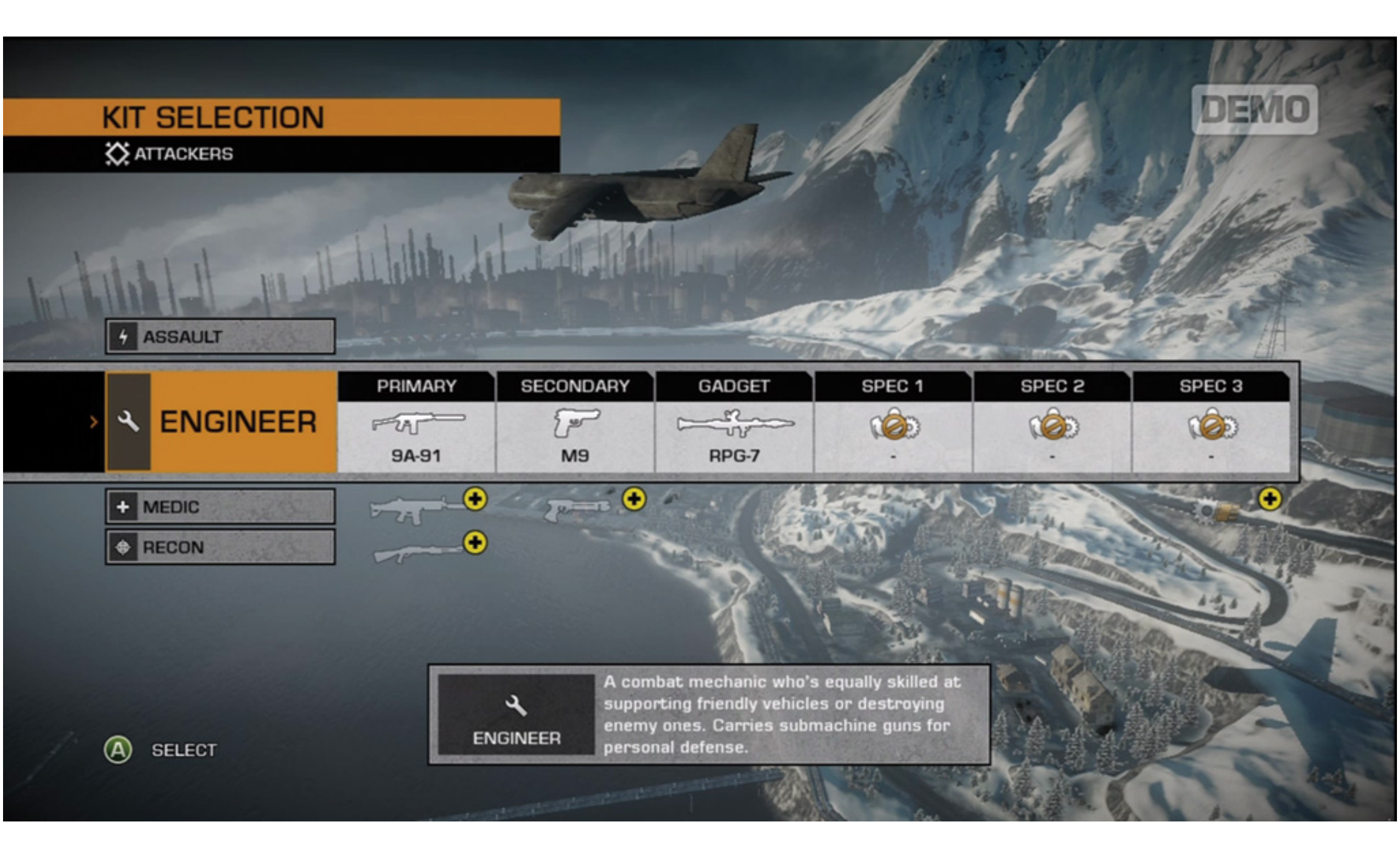
Primary Weapon: M24 Sniper
Secondary Weapon: M9
Gadget: DTN-4/C4 Explosives
Frag Grenades: 2

The recon kit has been merged with the specialist kit from the last installment, creating an interesting hybrid offering unparalleled long-range effectiveness as well as devastating explosive capability. The sniper rifles offered by this kit require the greatest amount of skill and patience of any weapon type, best reserved for players willing to put in the practice to master them. Since this is the only kit equipped with explosives, recon players are also effective at taking out enemy vehicles with C4, either through direct application or through the creation of car bombs. So if you're not satisfied sniping from a hill, take the fight to close-range and do some damage with your explosives.

Recon Tactics

- Gravity greatly affects the trajectory of your bullets when sniping, causing each round to drop over distance. At long range, simply placing an enemy's head in your crosshairs isn't enough to score the instant kill. Instead, compensate for range by aiming high, just above the target's head. Use the black mil dots on the scope's vertical crosshair line to gauge proper barrel elevation before gently squeezing the trigger. After scoring a kill or two, move to a new location—the killer cam gives away your sniping spot, so don't wait around for reprisals.
- Choose your sniping location carefully, paying close attention to how you appear to enemy snipers. To avoid presenting your enemies with a clearly defined silhouette, avoid sniping from rooftops and the crests of hills. Instead, snipe from lower elevations, using bushes and other objects behind you to break up your visible outline. If you must snipe from a high elevation, make sure you have adequate cover and concealment, as you're likely to draw plenty of attention in such a predictable spot.
- The recon kit isn't restricted to using sniper rifles. Consider equipping a shotgun or one of the other weapons available to all kits for better close-quarters performance. If you prefer keeping a sniper rifle, always switch to your pistol before moving around for quicker close range target acquisition.
- Get creative with your explosives. The QUAD ATVs make excellent car bombs, so load one up with explosives and drive it toward an enemy tank or IFV. Race toward the enemy vehicle at high speed and jump off before it collides. As soon as you jump off, detonate the explosives to take out the enemy vehicle—just make sure you're out of the blast radius. This is a very effective way to take out enemy tanks. For best results, approach from the rear or side to avoid being spotted.
- Instead of activating the generic charges on M-COM stations during Rush matches, use C4 to damage them little by little. Have an assault squadmate drop an ammo box after each detonation so you can restock on C4 and repeat the process until the M-COM station is destroyed. This allows you to take out a station without activating that annoying siren that draws all sorts of unwanted attention to the location.

Kit Customization



A combat mechanic who's equally skilled at supporting friendly vehicles or destroying enemy ones. Carries submachine guns for personal defense.

Between the various weapons, gadgets, and specializations, there are more than 14,000 different kit combinations you can create through customizing your gear. This can all be accomplished at the spawn screen. Here you can choose your primary weapon, secondary weapon, and gadget, as well as three specializations. Before making a selection, take into account the task at hand. Are you attacking or defending? Are there lots of enemy vehicles? Different situations call for different tools, so be nimble with your selections, choosing the best load-out to benefit your team. Also, pay attention to what kits your squadmates are using and respond by complementing their gear and specializations.

Specializations

Specializations are bonuses earned throughout your multiplayer career. You only have three specialization slots, so make your choices carefully. The first two slots are reserved for infantry and weapon-based specializations. The third slot is reserved solely for vehicle-based specializations.

Study the table below, that shows what specializations are available in each slot and plan out your optimal load-out for each kit. Specializations that appear in the same slot cannot be equipped simultaneously for balancing purposes.

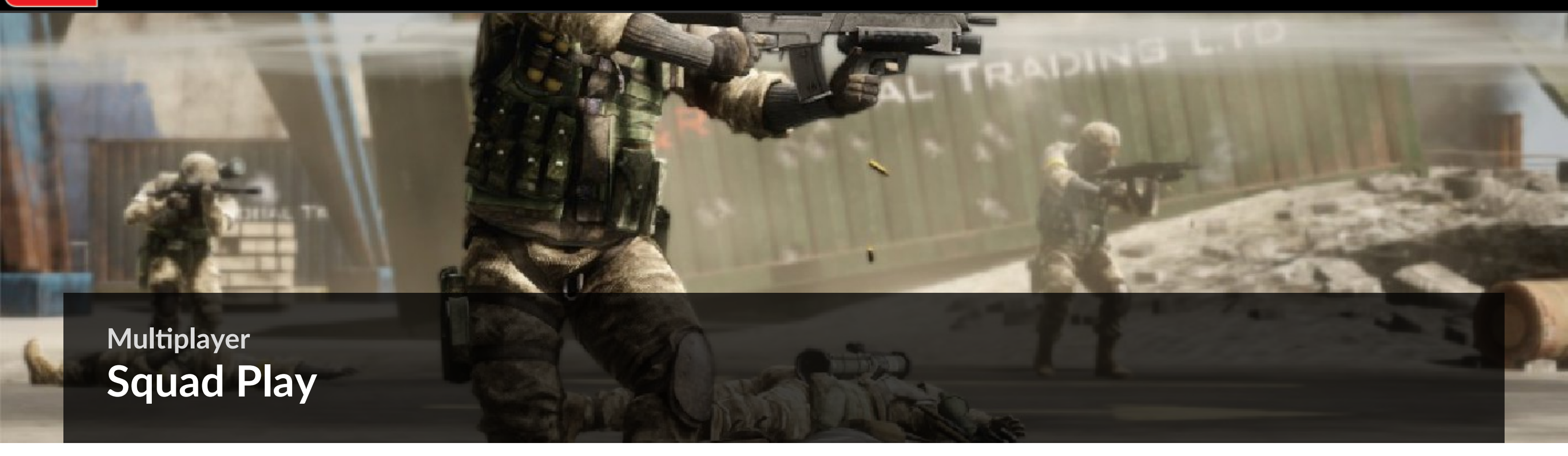
For example, you can't have Magnum Ammunition and Improved Demolitions equipped at the same time since they both appear in the second slot.

Specializations

Slot 1	Slot 2	Slot 3
Lightweight Combat Equipment	Ceramic Body Armor	Vehicle Motion Sensor
Ammo Hip Bandolier	Magnum Ammunition	Hardened Armor
Grenade Vest	Improved Demolitions	Quick Reload Package
Medic Kit Improved Heal	Medic Kit Improved Range	Extra Damage
Red Dot Sight	Marksman Assault Rifle Training	Smoke Countermeasures Package
4X Rifle Scope	Marksman SMG Training	High-Power Optics Package
12X High-Power Scope	Marksman LMG Training	Coaxial Machine Gun
Explosive Leg Pouch	Extended Shotgun Magazine	—
12-Gauge Slugs	Sniper Spotting Scope	—

Note

For more information on each specialization, reference the Weapons and Vehicles chapters earlier in the guide.

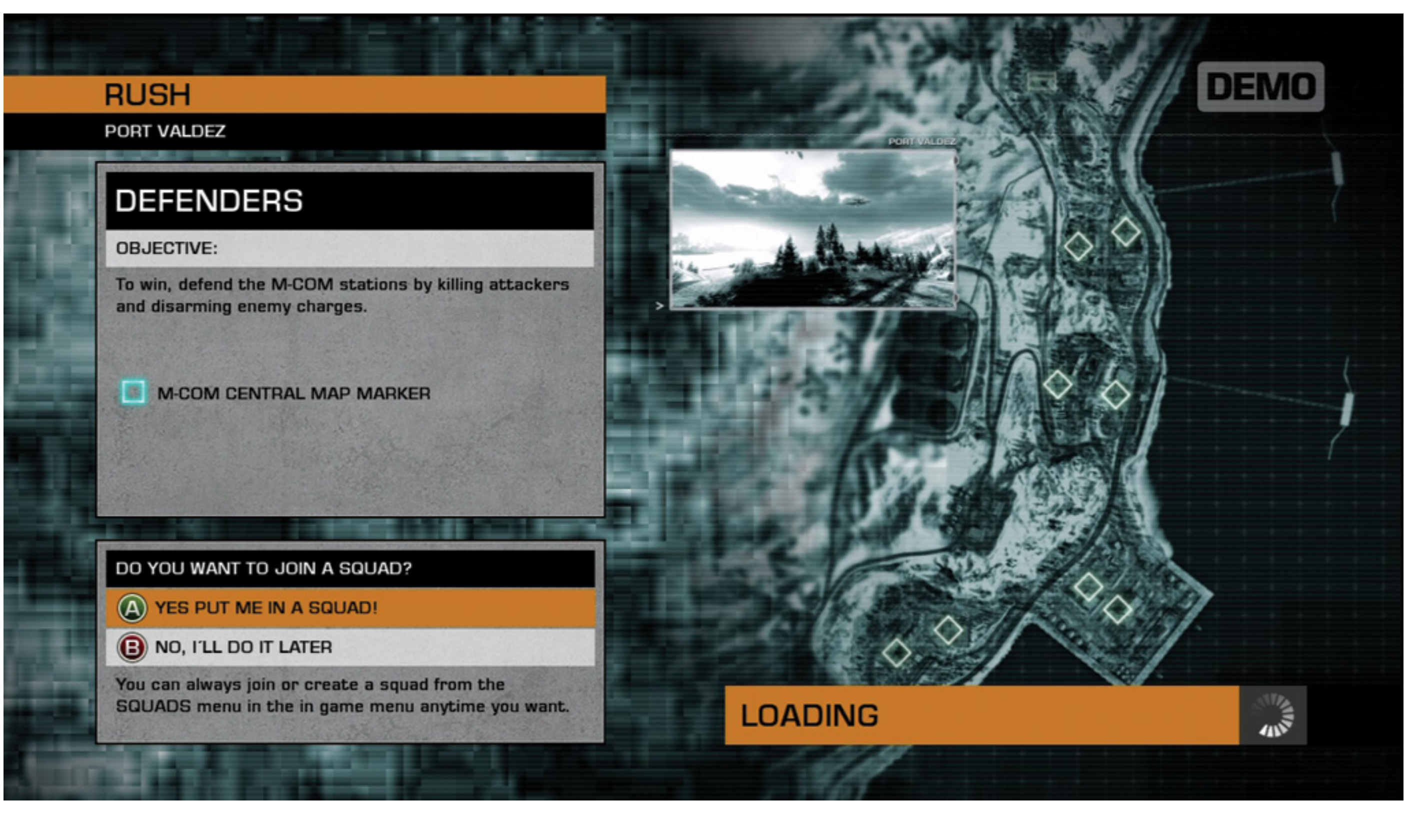


Squad Play

If you've played past installments of Battlefield , you know the benefits of joining a squad. A squad is a four-player unit that can communicate with each other over headsets.

Being able to talk to the other players in your squad allows you to discuss each situation and respond as a single, unified fighting force. Beyond the obvious tactical advantages, being in a squad allows you to earn the squad bonus points, boosting your score and fast-tracking promotions. But if you're new to Battlefield and the squad system, let's take a look at how they work.

Joining a Squad

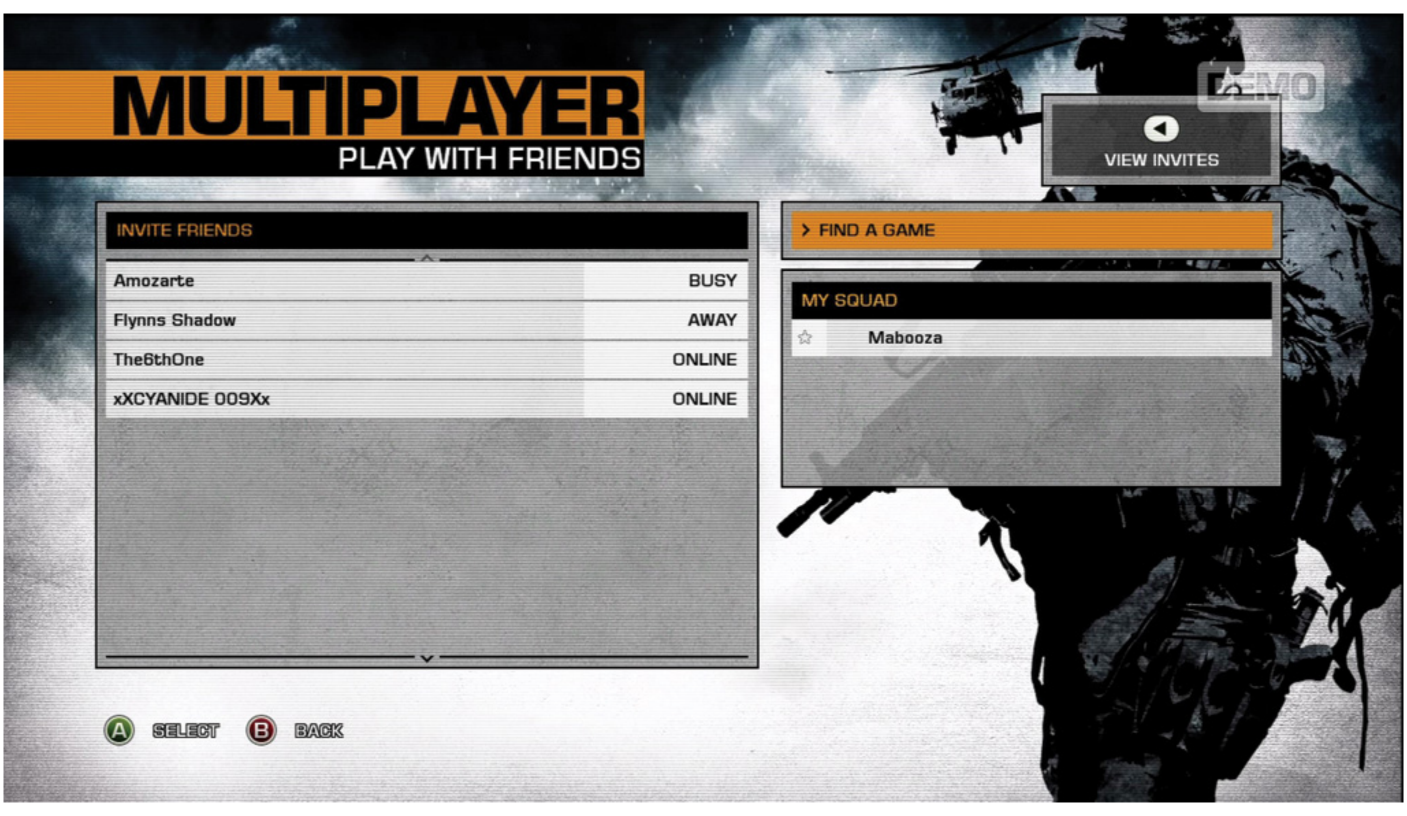


RUSH
PORT VALDEZ
DEFENDERS
OBJECTIVE:
M-COM CENTRAL MAP MARKER
DO YOU WANT TO JOIN A SQUAD?
YES PUT ME IN A SQUAD!
NO, I'LL DO IT LATER
LOADING
DEMO

To win, defend the M-COM stations by killing attackers and disarming enemy charges.

You can always join or create a squad from the SQUADS menu in the in game menu anytime you want.

At the start of any match, while the map is loading, you're asked if you want to join a squad. Always choose yes. In this instance, you'll be automatically assigned a squad randomly. Chances are your new squadmates are complete strangers, so say hi and ask what kit they could use before spawning into the game.



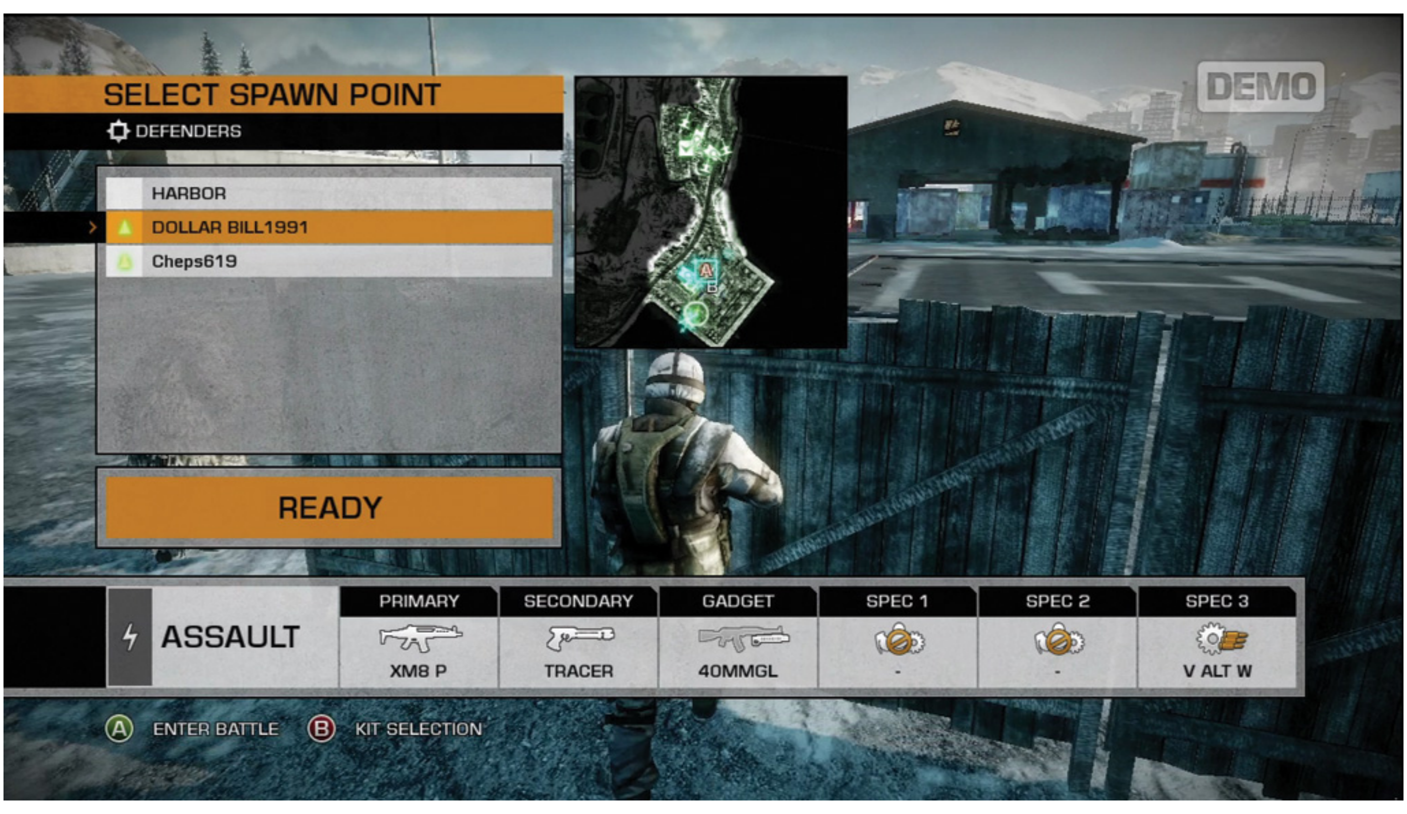
MULTIPLAYER
PLAY WITH FRIENDS
VIEW INVITES
FIND A GAME
SELECT
BACK
DEMO

INVITE FRIENDS	
Amozarte	BUSY
Flynns Shadow	AWAY
The6thOne	ONLINE
xXCYANIDE 009Xx	ONLINE

MY SQUAD
Mabooza

If you prefer playing with friends, you can create a squad from your friend's list before even joining a game. Choose the Play with Friend s option from the multiplayer's main menu and send invites to anyone on your friend's list who is online. You don't need four players to form a squad, so feel free to join a game once you have at least one friend on your side. However, if you have less than four players in your squad, the extra slots could be filled by strangers. When your squad is formed and ready for action, choose the Find a Game option to begin a match.

Squad Spawn

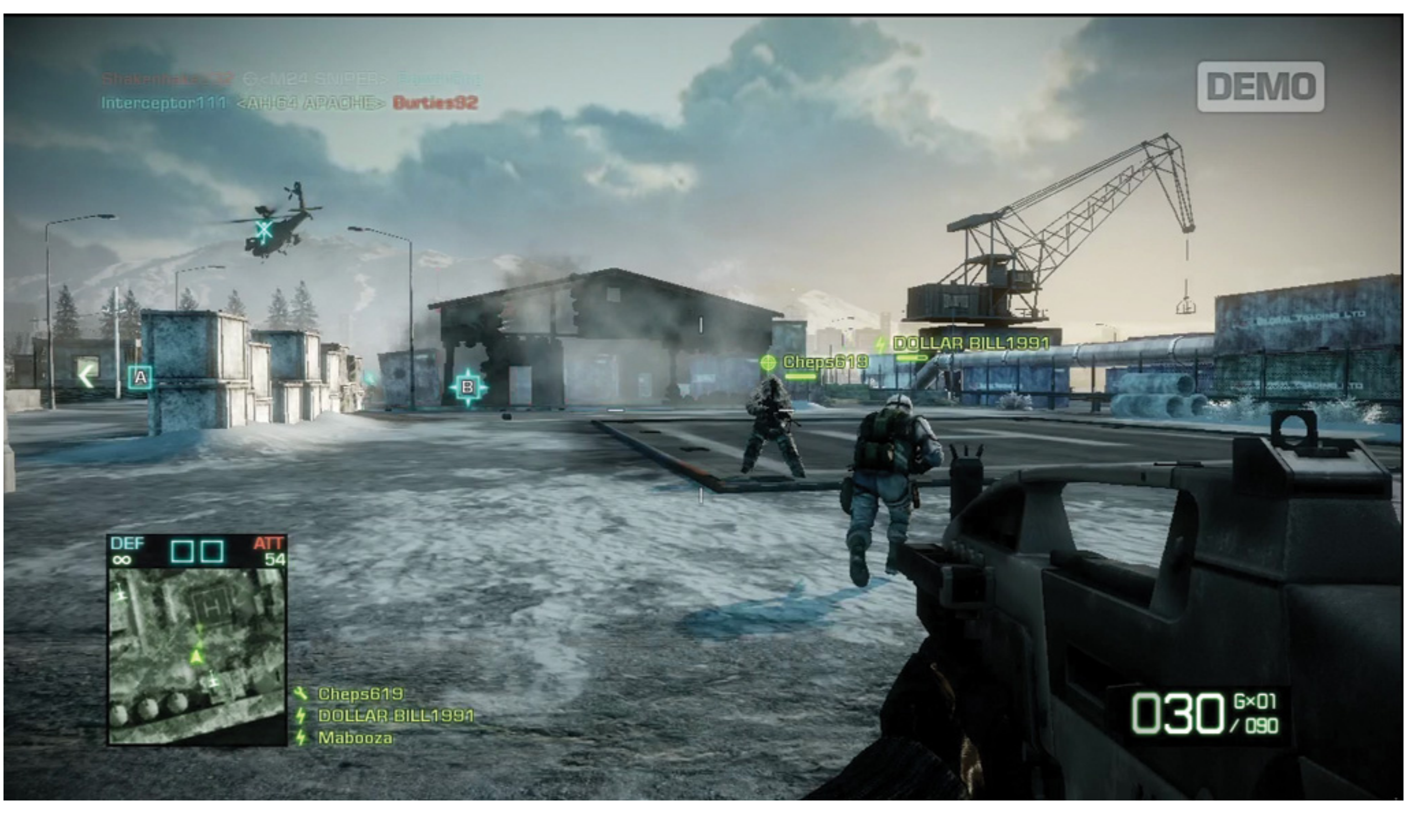


SELECT SPAWN POINT
DEFENDERS
HARBOR
DOLLAR BILL1991
Cheps619
READY
ENTER BATTLE
KIT SELECTION
DEMO

ASSAULT	PRIMARY	SECONDARY	GADGET	SPEC 1	SPEC 2	SPEC 3
	XM8 P	TRACER	40MMGL	-	-	V ALT W

One of the huge benefits of playing in a squad is the ability to spawn on any squadmate. In the spawn screen, you can see a number of spawning options, including your team's base and control points. If you don't want to spawn at one of those static locations, select the name of one of your squad members. As you select their name, a blue circle icon appears on the map and the camera view switches, showing exactly where they are. Before spawning on a squad member, make sure they're in a safe location. The last thing you want to do is spawn in the middle of an enemy kill zone.

Teamwork

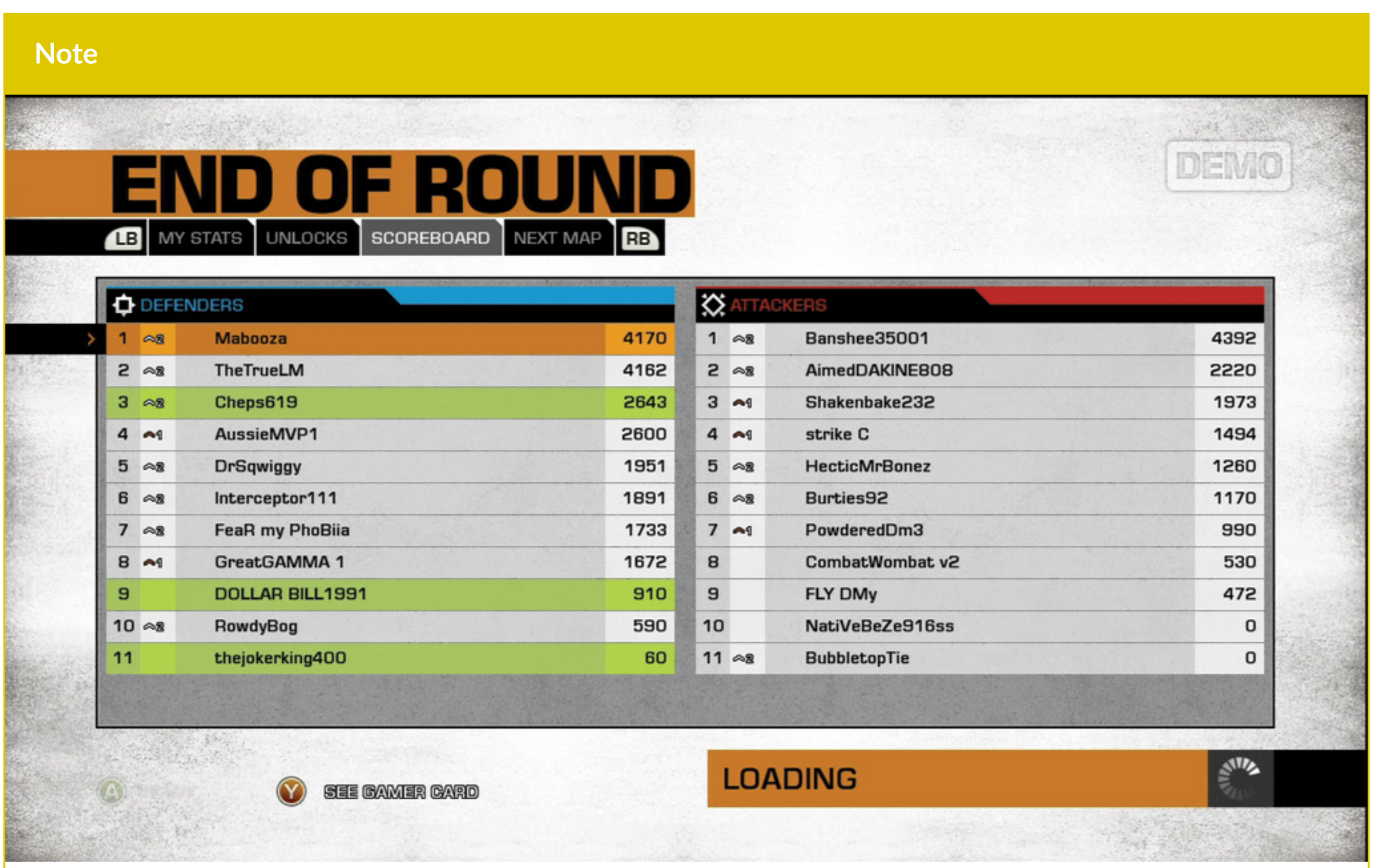


Interceptor111 <AH-64 APACHE> Burties92
DOLLAR BILL1991
Cheps619
DEF
ATT
54
Cheps619
DOLLAR BILL1991
Mabooza
030
G×01
/ 090
DEMO

Once in the game, you can identify your squadmates by the green name tags above their heads accompanied by their kit icon—they also show up as green triangles on the minimap. Other teammates have blue name tags above their head, while enemies appear as red. Stay close to your squad so you can support one another, but don't cluster around each other too tightly or else all four of you can be eliminated by an explosive attack. Instead, try to stay within each other's line of sight. By simply communicating and working together, you can gain a huge advantage over your opponents, especially those that wander off by themselves.

In addition to talking to each other over your headsets, use the COMMS system to tag targets and issue attack/defend orders. Any squad member can issue orders, so watch for blinking boxes around objectives like M-COM stations and control points. If no order has been issued, aim at an objective and press the COMMS button to issue an order. Actions performed within close proximity of an objective marked with an attack/defend order results in squad attack order (30 points) and squad defend order (30 points) bonuses. Don't forget to use orders to help boost the score of you and your squadmates.

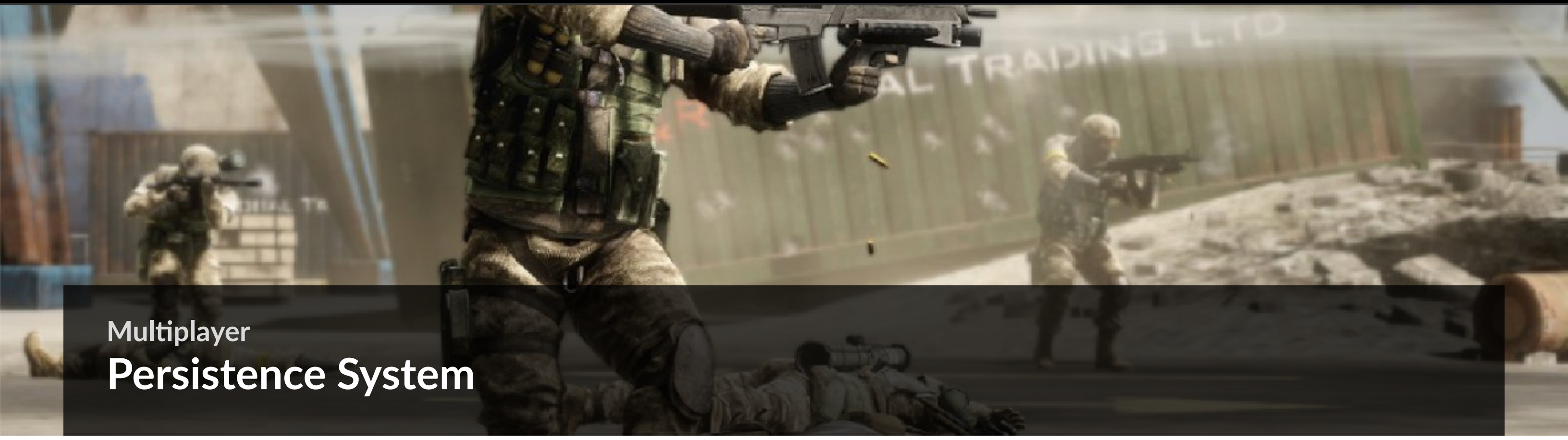
Note



END OF ROUND
LB
MY STATS
UNLOCKS
SCOREBOARD
NEXT MAP
RB
SEE GAMER CARD
LOADING
DEMO

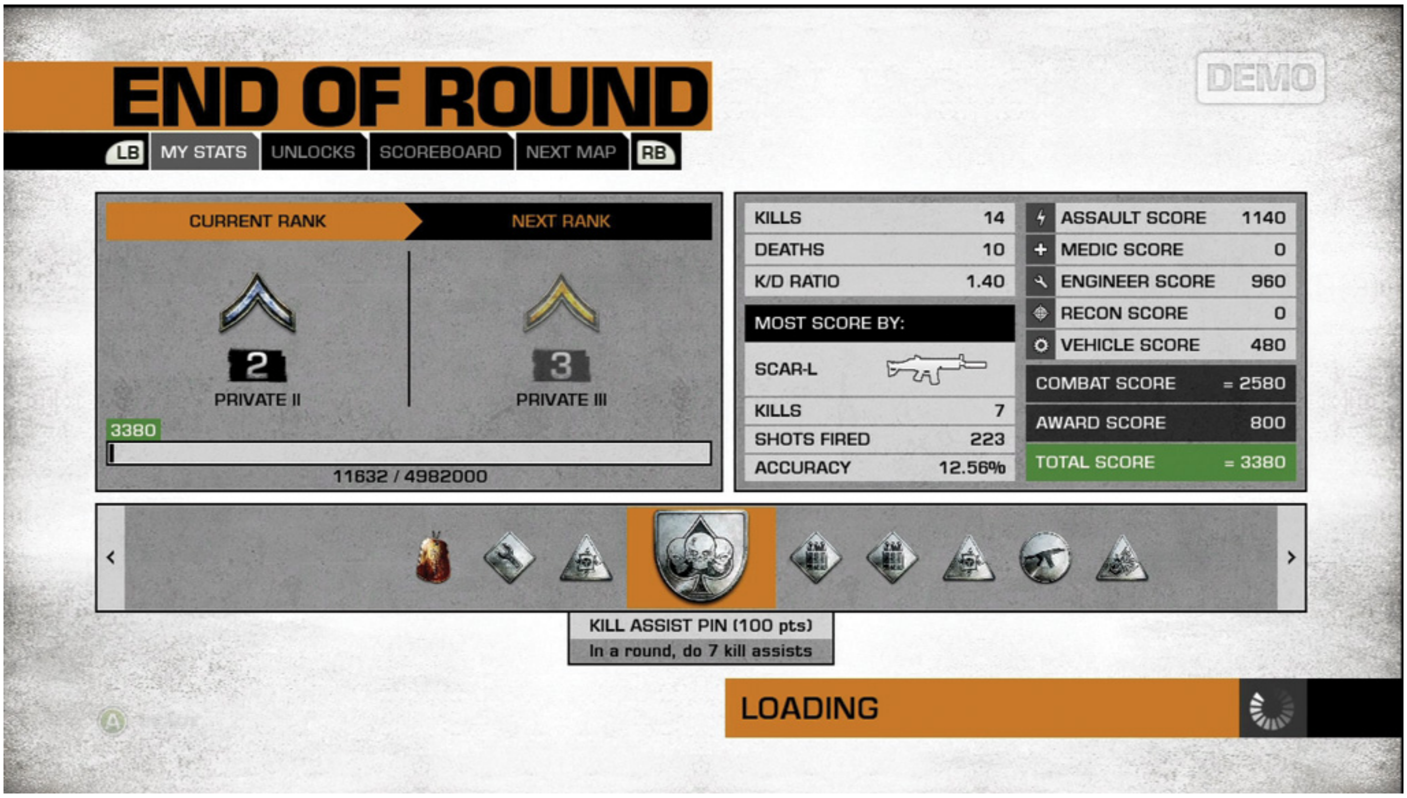
DEFENDERS			ATTACKERS		
1	Mabooza	4170	1	Banshee35001	4392
2	TheTrueLM	4162	2	AimedDAKINE808	2220
3	Cheps619	2643	3	Shakenbake232	1973
4	AussieMVP1	2600	4	strike C	1494
5	DrSqwiggy	1951	5	HecticMrBonez	1260
6	Interceptor111	1891	6	Burties92	1170
7	FeaR my PhoBiia	1733	7	PowderedDm3	990
8	GreatGAMMA 1	1672	8	CombatWombat v2	530
9	DOLLAR BILL1991	910	9	FLY DMy	472
10	RowdyBog	590	10	NatiVeBeZe916ss	0
11	thejokerking400	60	11	BubbletopTie	0

You can gauge your squad's performance on the scoreboard at the end of a round. Each of your squadmates is highlighted by a green bar—your name is highlighted with an orange bar.



Multiplayer

Persistence System



CURRENT RANK: 2 PRIVATE II

NEXT RANK: 3 PRIVATE III

3380

11632 / 4982000

KILLS	14
DEATHS	10
K/D RATIO	1.40
MOST SCORE BY:	
SCAR-L	
KILLS	7
SHOTS FIRED	223
ACCURACY	12.56%

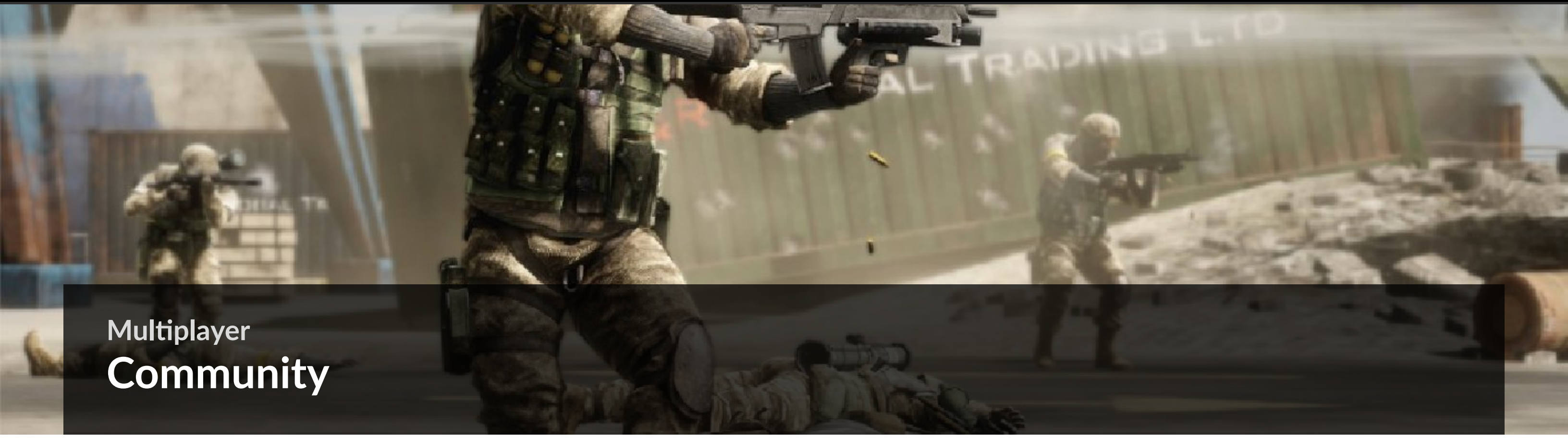
ASSAULT SCORE	1140
MEDIC SCORE	0
ENGINEER SCORE	960
RECON SCORE	0
VEHICLE SCORE	480
COMBAT SCORE	= 2580
AWARD SCORE	800
TOTAL SCORE	= 3380

KILL ASSIST PIN (100 pts)
In a round, do 7 kill assists

Almost every action performed in a multiplayer match can earn you points. Points not only determine which players are listed at the top of the scoreboard after a round, but they also help you unlock new weapons, gadgets, specializations and even achieve new ranks. At the end of a round, check out your overall performance in the My Stats screen. This shows your current rank as well as your progress toward achieving the next rank. It also has statistical breakdowns of your score, showing how many points were earned with each kit, vehicles, and awards. Speaking of awards, any dog tags, pins, or insignias earned during the round are shown at the bottom of the screen—scroll to the right to view them all. The Unlocks screen shows how much progress you've made toward unlocking new equipment for each kit. The same screens can be accessed from the game's main multiplayer menu by choosing the My Stats option. You can also view the Leaderboards to see how you and your friends stack up against the rest of the Battlefield community.

Note

For complete information on the game's scoring system and ranks, refer to the appendix. There you'll find point values for each multiplayer action as well as criteria for earning every rank.



Multiplayer

Community

The Battlefield community is very active and always a good source of information for game news, software updates, and even unorthodox tactics. Here's a few good sources to check out for the latest Battlefield news.

Battlefield Blog

blogs.battlefield.ea.com

This is the official blog maintained by employees of DICE/EA. Go here for all the latest information on the game straight from the developers.

Official Battlefield BC2 Twitter

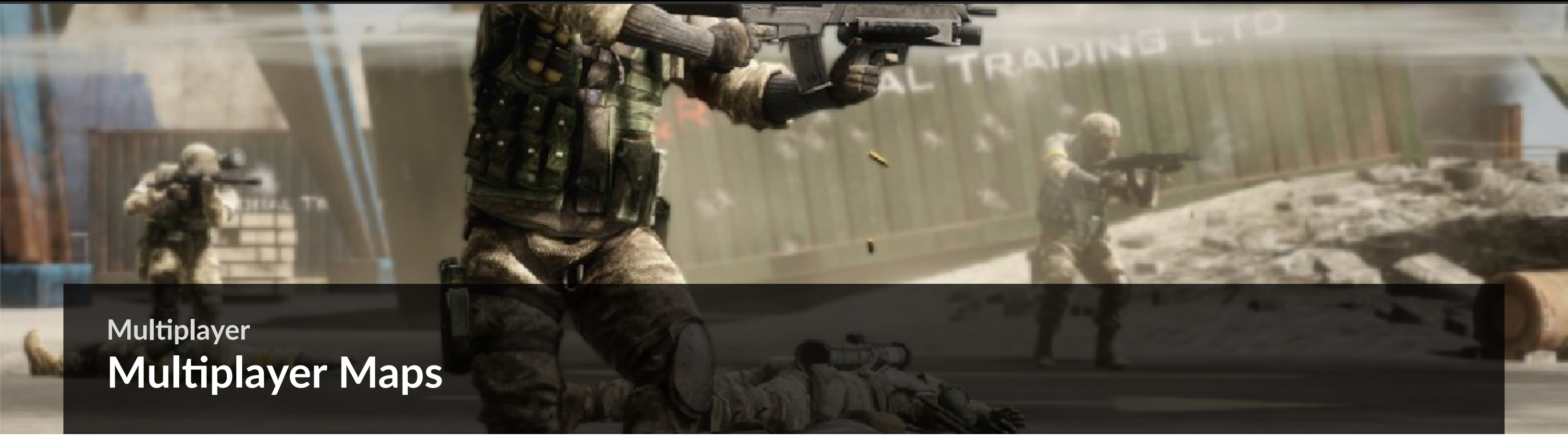
twitter.com/OfficialBFBC2

Go here for the latest tweets from the game's developers.

Planet Battlefield

planetbattlefield.com

Unofficial, but one of the most comprehensive and frequented Battlefield sites on the web. Check it for news and updates, as well as details on clans and upcoming tournaments. The forums are also an excellent source of information, frequented by some of the most experienced players in the world. Bookmark this one!



Multiplayer

Multiplayer Maps

There are a total of ten multiplayer maps, each with its own unique geographical setting including deserts, jungles, and snow-covered landscapes.

From the ten maps, there are a total of 20 map variants, encompassing all four game modes: Conquest, Rush, Squad Rush, and Squad DM. Before jumping online, study the following maps to get an idea of what lies ahead of you.

These maps show all the critical locations, as well as the vehicles and stationary weapons that spawn at each. Use this information to devise your battle plans and help lead your team to victory.

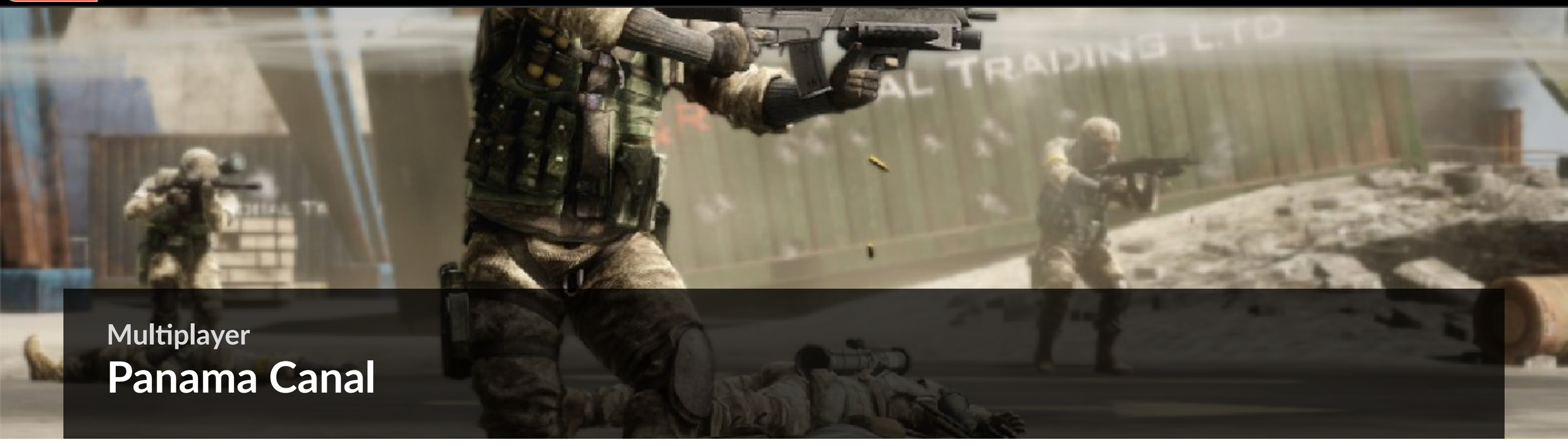
On the following maps, colored text is used to show what locations can and can't be captured as well as what vehicles spawn at each location for each nationality. For example, in the Conquest game mode, control points are neutral and can be captured by either side.

But a control point may spawn different vehicles depending on which side controls the flag, so pay close attention to the color of the labels:

Neutral:

U.S. Controlled:

Russian Controlled:



Multiplayer

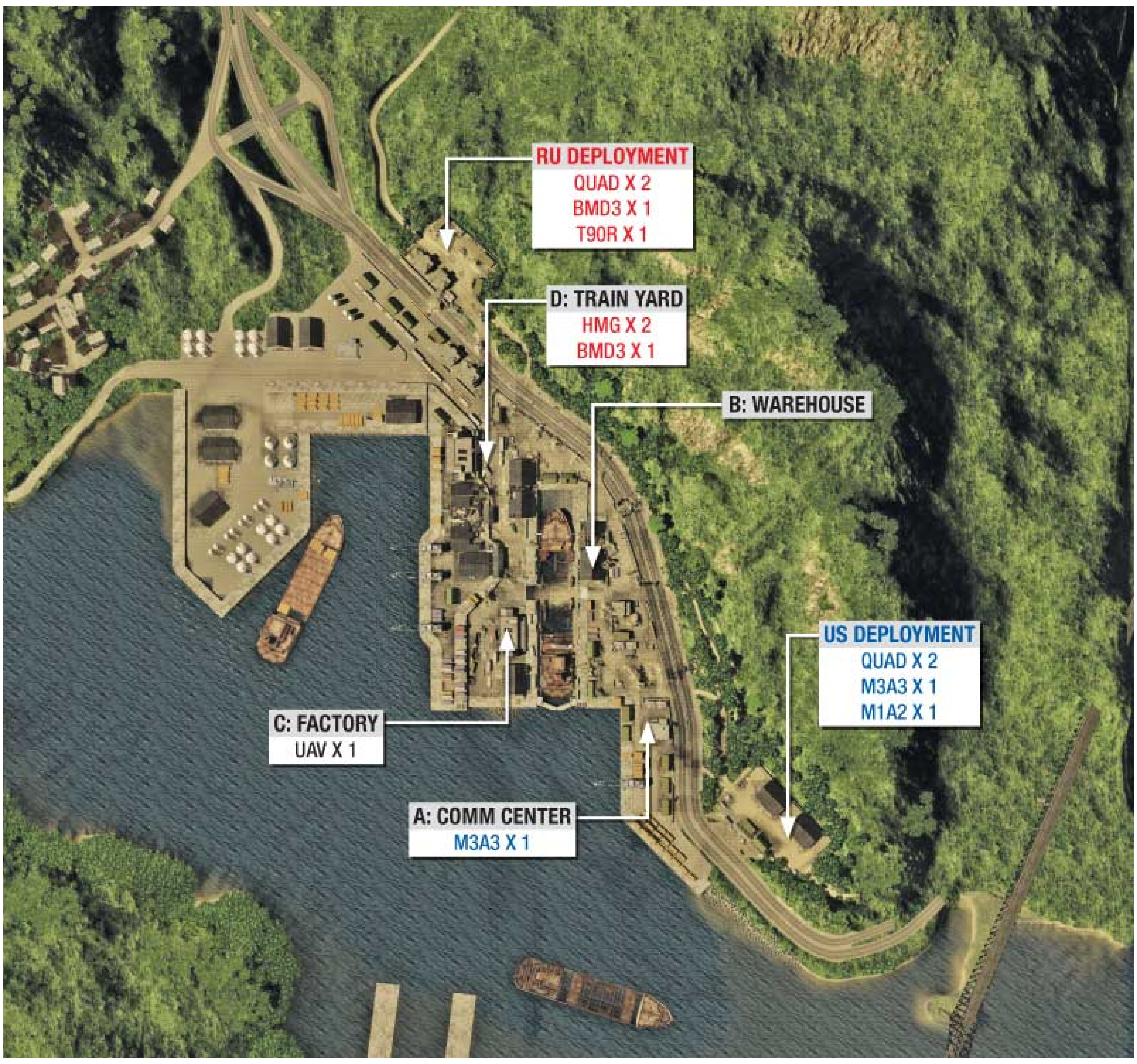
Panama Canal

Units in contact are being rotated out as a result of combat fatigue. Weeks of fighting have left the harbor in ruins and the surrounding area littered with destroyed equipment. Armored movement is hampered and deadly kill zones mar the ground.

Conquest

At the start of this battle, the Russians occupy the west half of the canal while the Americans hold the east side. Expect heavy fighting around the factory (C) as both teams attempt to take control of the UAV.

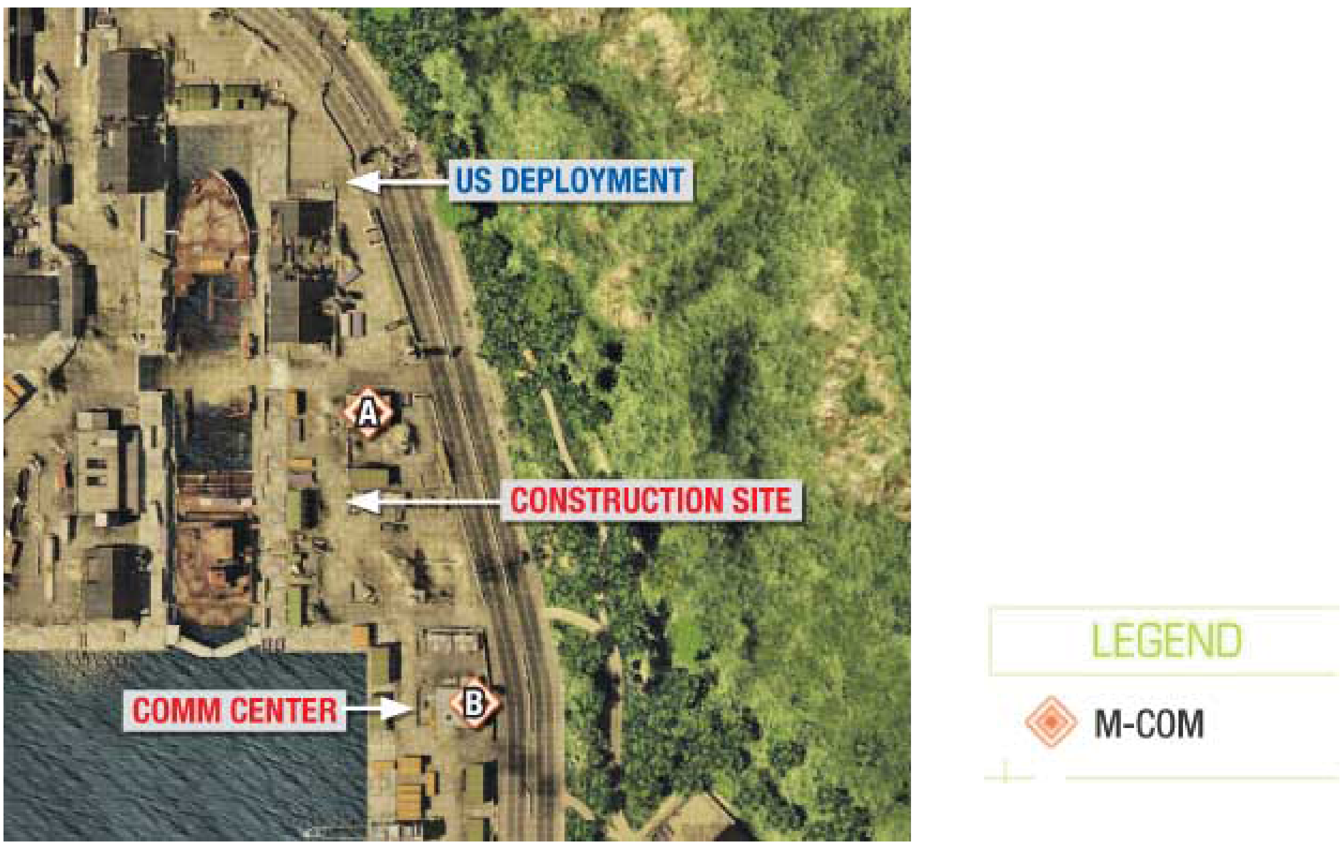
There are four control points on this map, so try to take and hold at least three to begin bleeding the enemy's ticket count. The Russian and U.S. bases cannot be captured, so don't bother attacking them unless you're merely looking to steal the vehicles that spawn there.

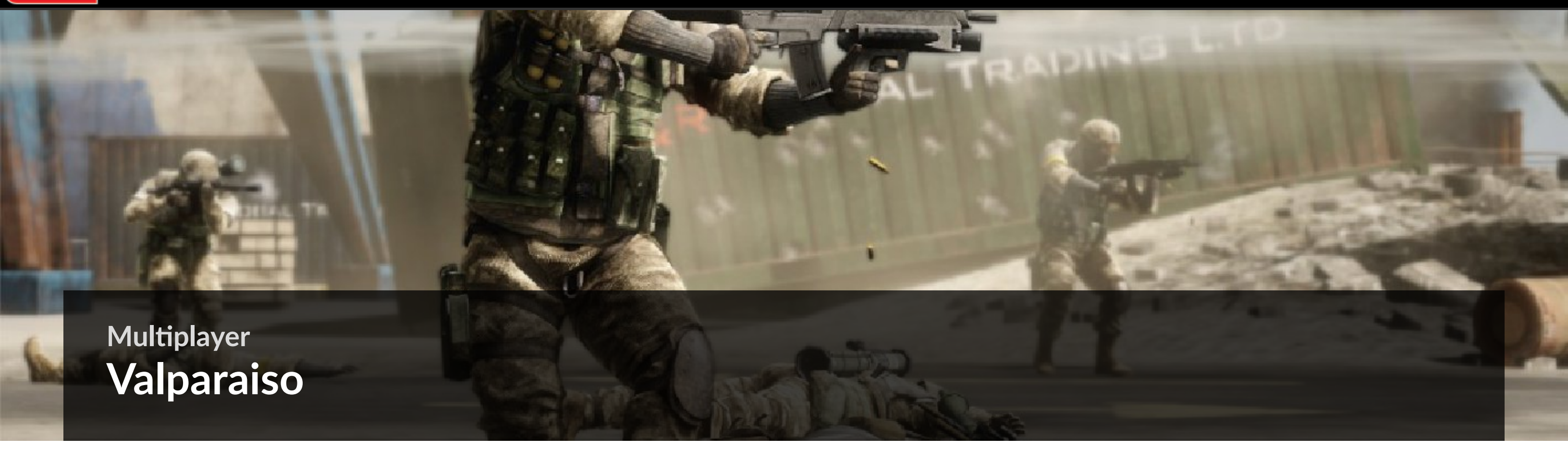

RU DEPLOYMENT
QUAD X 2
BMD3 X 1
T90R X 1
D: TRAIN YARD
HMG X 2
BMD3 X 1
B: WAREHOUSE
US DEPLOYMENT
QUAD X 2
M3A3 X 1
M1A2 X 1
C: FACTORY
UAV X 1
A: COMM CENTER
M3A3 X 1

Squad Rush

This intense squad battle takes place on the eastern side of the canal. The Russian squad must first repel the U.S. attack on the M-COM station at the construction site before falling back to the comm center for their final stand.

The nearby buildings and rubble give the Russian defenders decent cover and concealment, so if attacking, consider using smoke grenades to cover your squad's advance.


US DEPLOYMENT
A
CONSTRUCTION SITE
COMM CENTER
B
LEGEND
M-COM



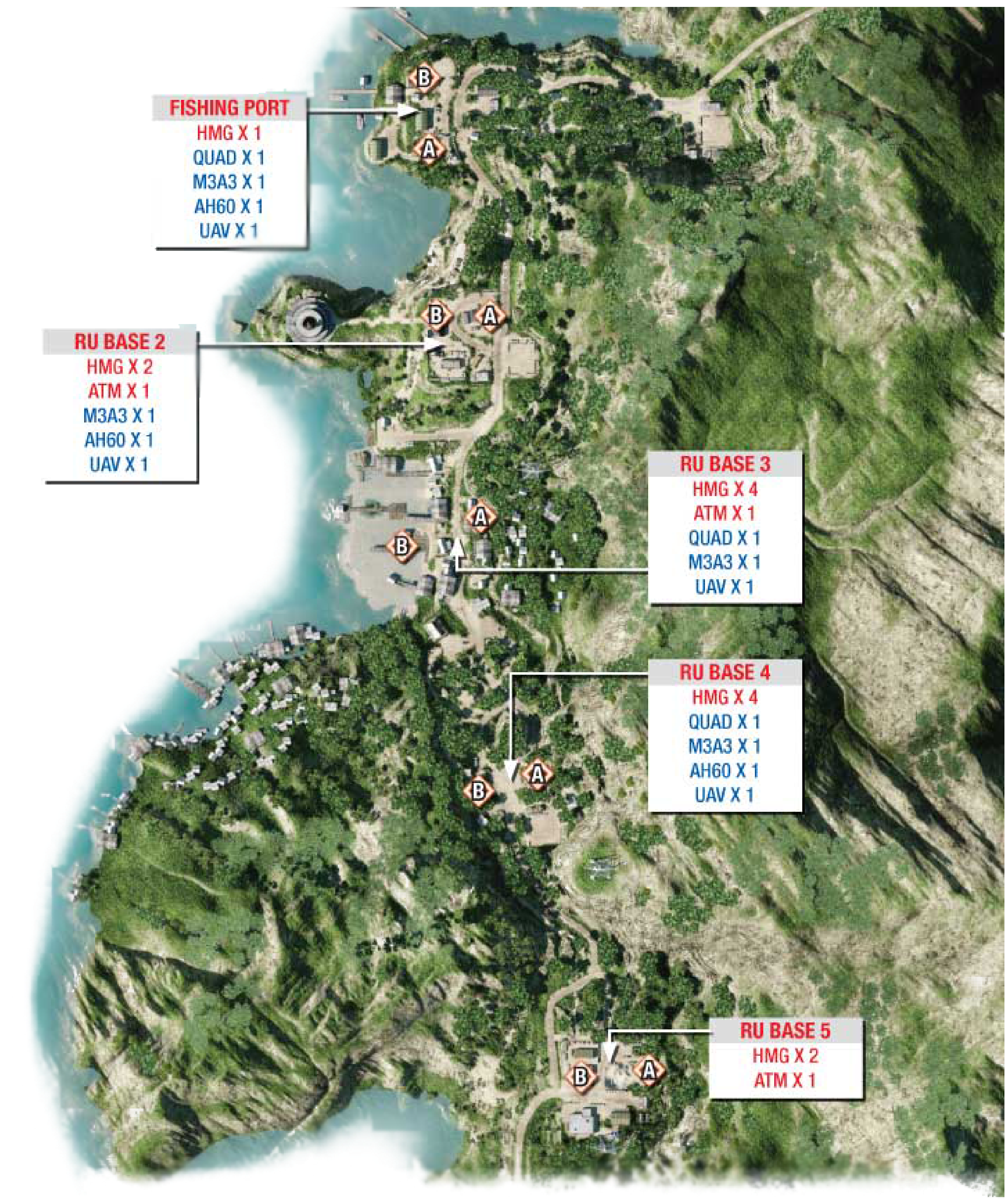
Multiplayer

Valparaiso

The American capture of Valparaiso is the next phase in their strategic plan to repel Russian forces from Chile. A U.S. invasion will inevitably consist of a land assault through the outlying jungle areas and an amphibious landing of infantry and armored vehicles.

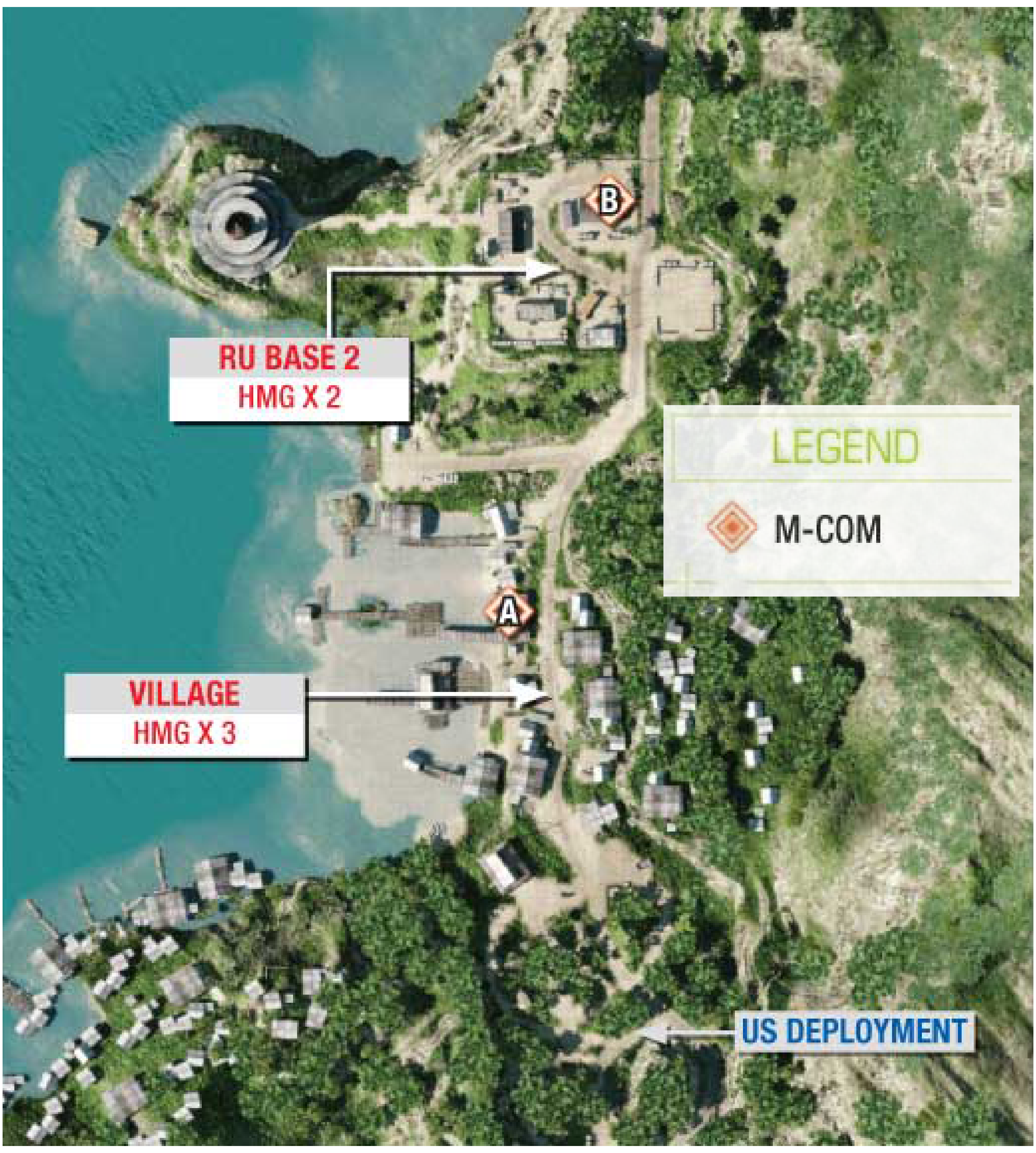
Rush

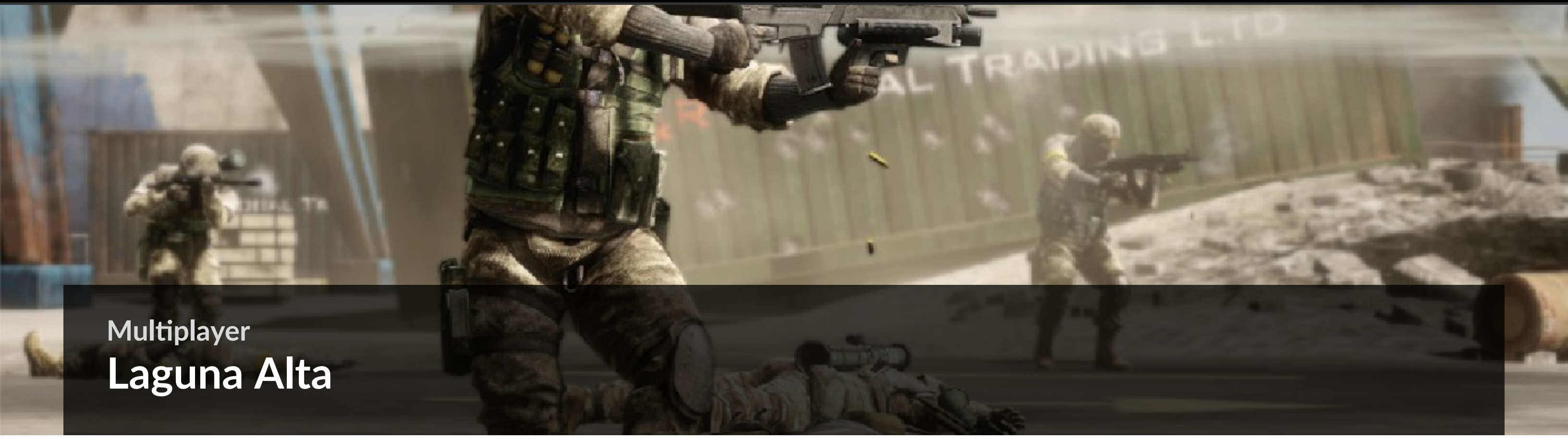
The Russian defenders have their work cut out for them on this map, as they face an onslaught of American ground and air power, while possessing no vehicles of their own. Engineers are vital when playing defense—use mines and rockets to defeat the U.S. M3A3s. When attacking, don't rely entirely on vehicles to win the battle. It often takes troops to raid the seaside villages and take out the M-COM stations.


FISHING PORT
HMG X 1
QUAD X 1
M3A3 X 1
AH60 X 1
UAV X 1
B
A
RU BASE 2
HMG X 2
ATM X 1
M3A3 X 1
AH60 X 1
UAV X 1
B
A
RU BASE 3
HMG X 4
ATM X 1
QUAD X 1
M3A3 X 1
UAV X 1
A
B
RU BASE 4
HMG X 4
QUAD X 1
M3A3 X 1
AH60 X 1
UAV X 1
B
A
RU BASE 5
HMG X 2
ATM X 1
B
A

Squad Rush

In this compact variant, the American squad attacks from the south while the Russian squad defends the M-COM stations at the village and lighthouse. When possible, avoid the main dirt road and stick to the cover offered by the jungle and small shacks. The defenders have access to heavy machine guns at both locations, but these positions can easily be flanked, so think twice before camping behind one of these guns.


B
RU BASE 2
HMG X 2
LEGEND
M-COM
A
VILLAGE
HMG X 3
US DEPLOYMENT



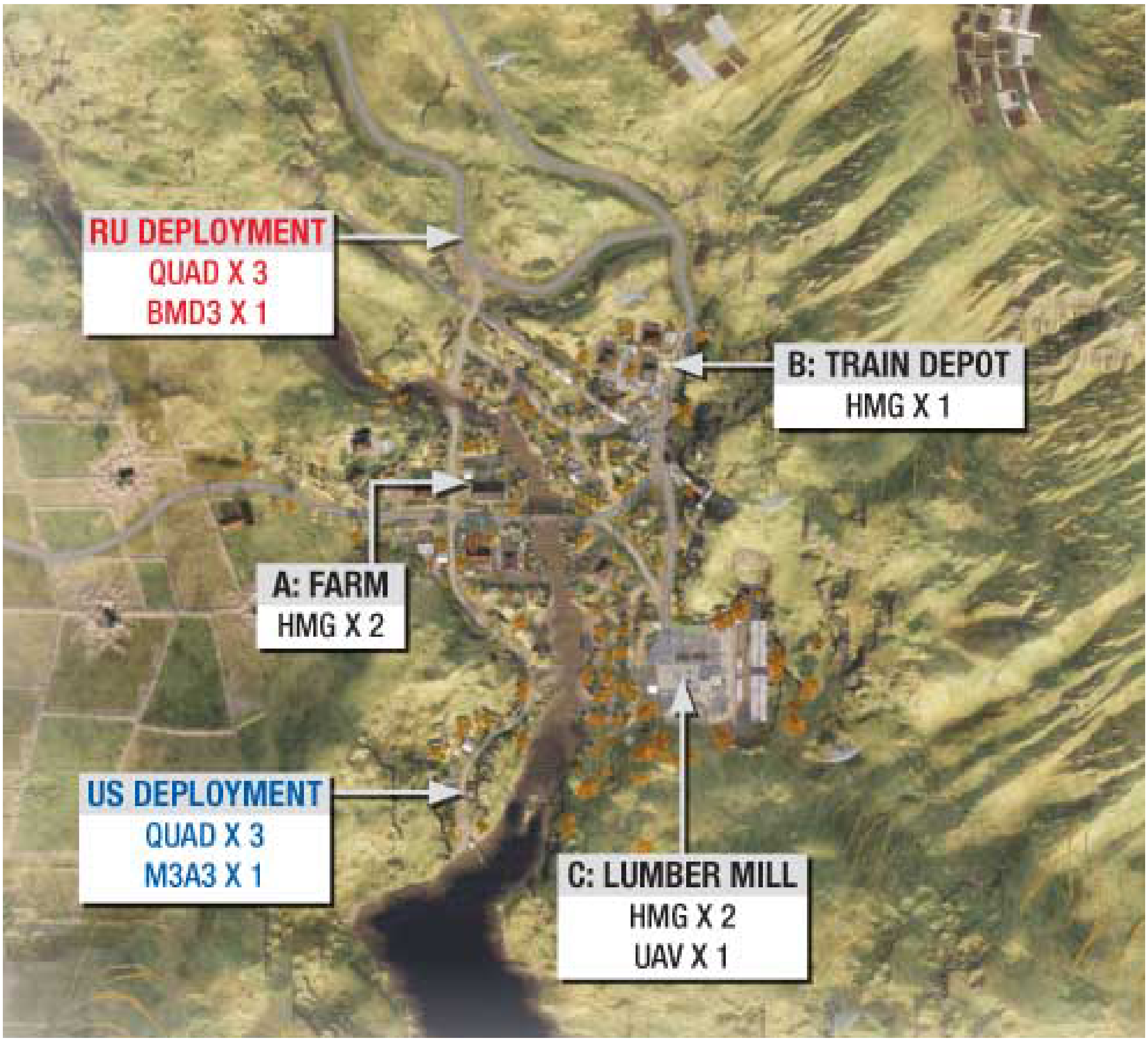
Multiplayer

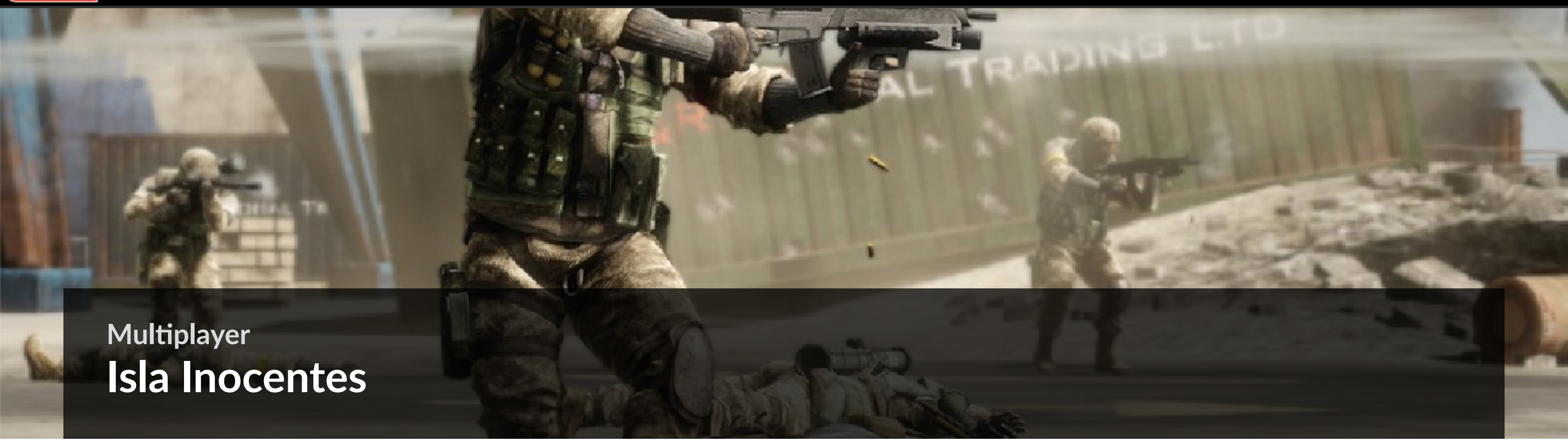
Laguna Alta

Several days ago, a large Russian counterattack overran U.S. Camp “Christopher” and destroyed a supply train carrying vital equipment. U.S. forces are mustering to recapture the area.

Conquest

The small village at the center of this map makes for some intense house-to-house fighting, ideal for SMGs and shotguns. Both the Russian and U.S. IFVs are better off working the perimeter of the map, as navigating the village’s cramped streets can leave them open to C4 and rocket attacks. Try to take the lumber mill (C) early in the battle and hold onto it. The UAV on the roof of the building can be a game changer.


RU DEPLOYMENT
QUAD X 3
BMD3 X 1
B: TRAIN DEPOT
HMG X 1
A: FARM
HMG X 2
US DEPLOYMENT
QUAD X 3
M3A3 X 1
C: LUMBER MILL
HMG X 2
UAV X 1



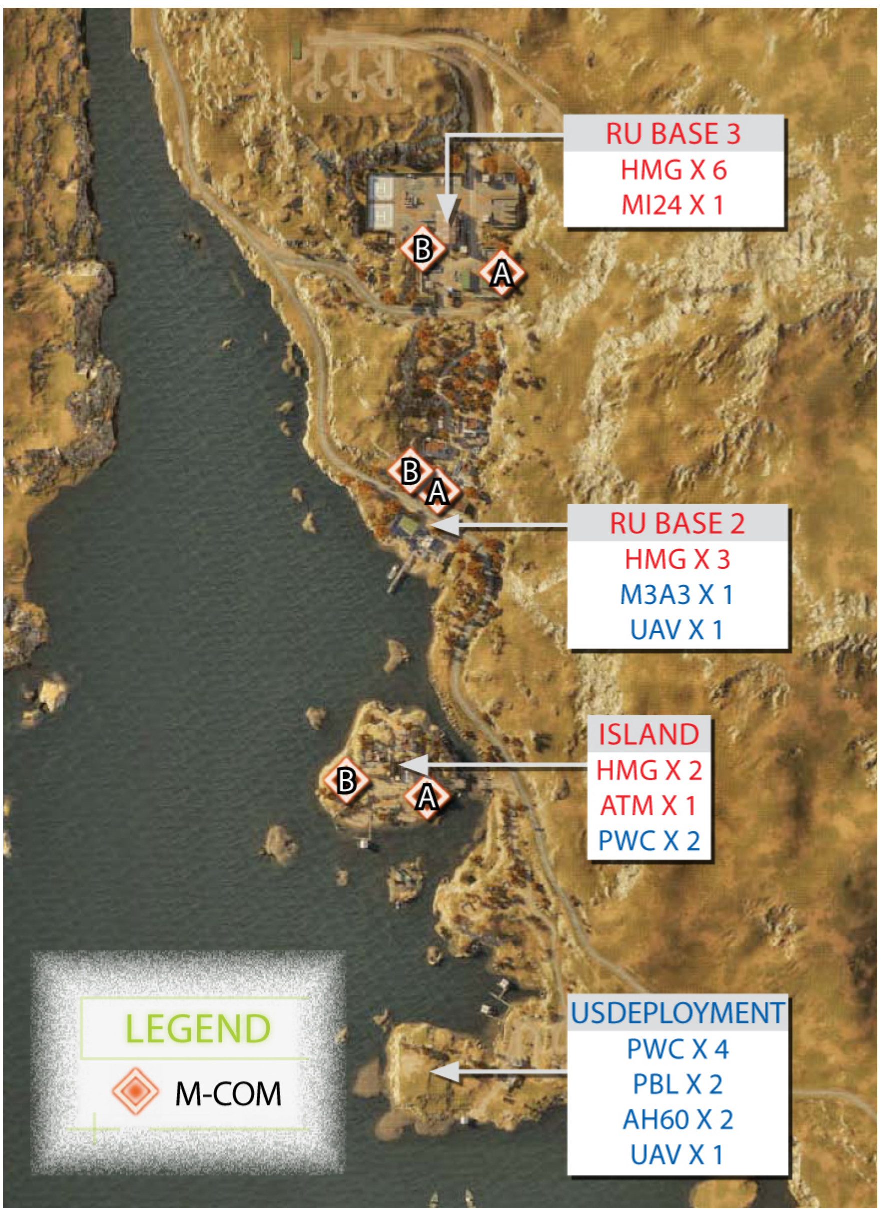
Multiplayer

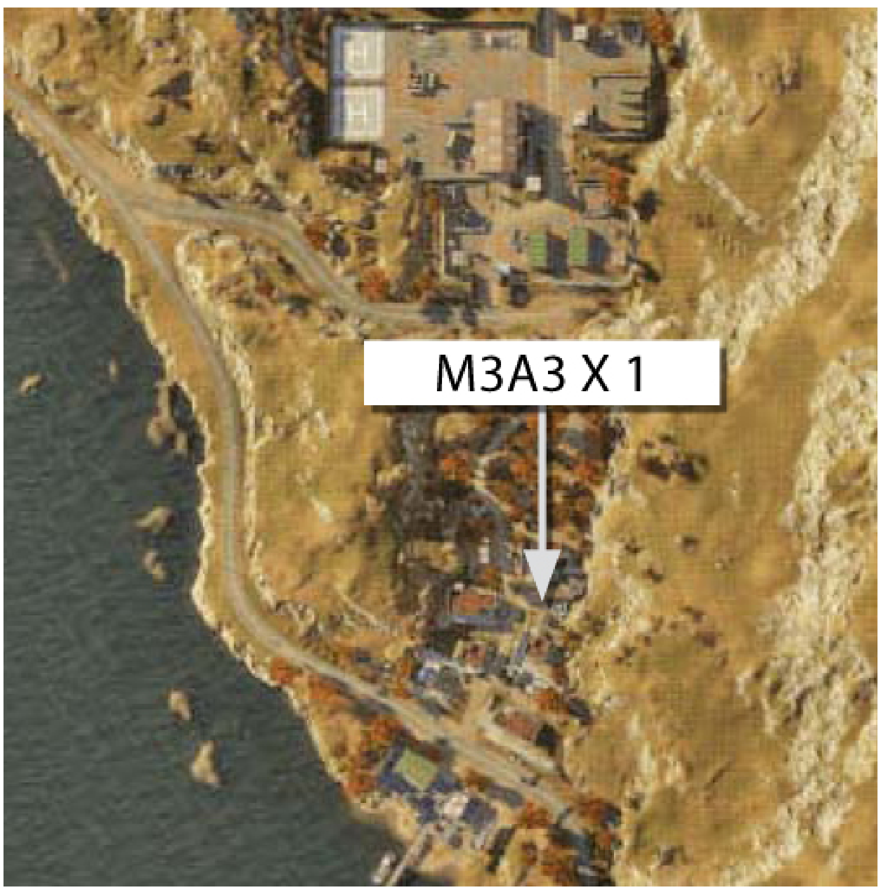
Isla Inocentes

U.S. forces are desperate to open a supply route for an Armored Battle Group engaged in fighting further inland. A Russian artillery base controls the area and counters any breakout actions launched. The base is well-defended and has been successful in holding back attacks

Rush

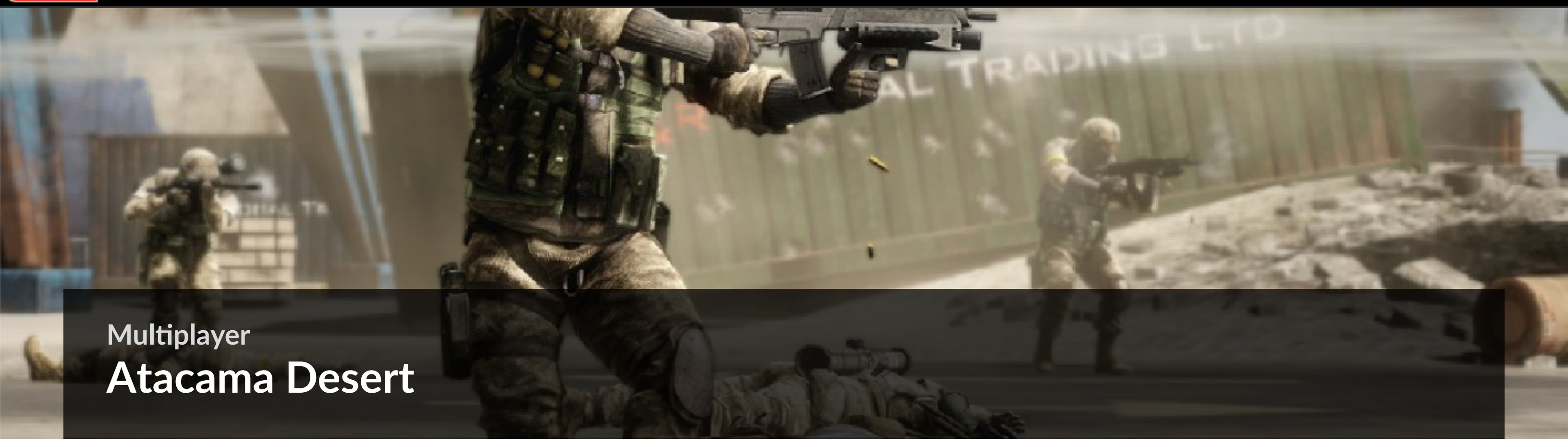
The first half of this battle is waged largely by sea and air by the American forces as they attempt to gain a foothold on the Russian positions to the north. Attackers should take advantage of the AH60 helicopters to drop troops behind enemy lines for point-blank attacks on the M-COM stations. Meanwhile, the Russians must make use of mostly infantry-based weapons to repel the onslaught of boats and helicopters. The last base to the north gives the Russians their best chance to holding back the attack, thanks in large part to the fortified position and the MI24.





Squad DM

The coastal village is the site of this Squad DM battle. Prepare yourself for plenty of close-quarter combat as you move from one house to the next. Stay together with your squad and equip SMGs and shotguns to blast your opponents at point-blank range. Don't wander too far from the northern half of the village where the M3A3 IFV spawns. Once you acquire the IFV, don't drive it through the middle of town. Instead, hold to the north and pummel opponents in the village while a couple of squadmates remain outside to guard the vehicle's flanks.



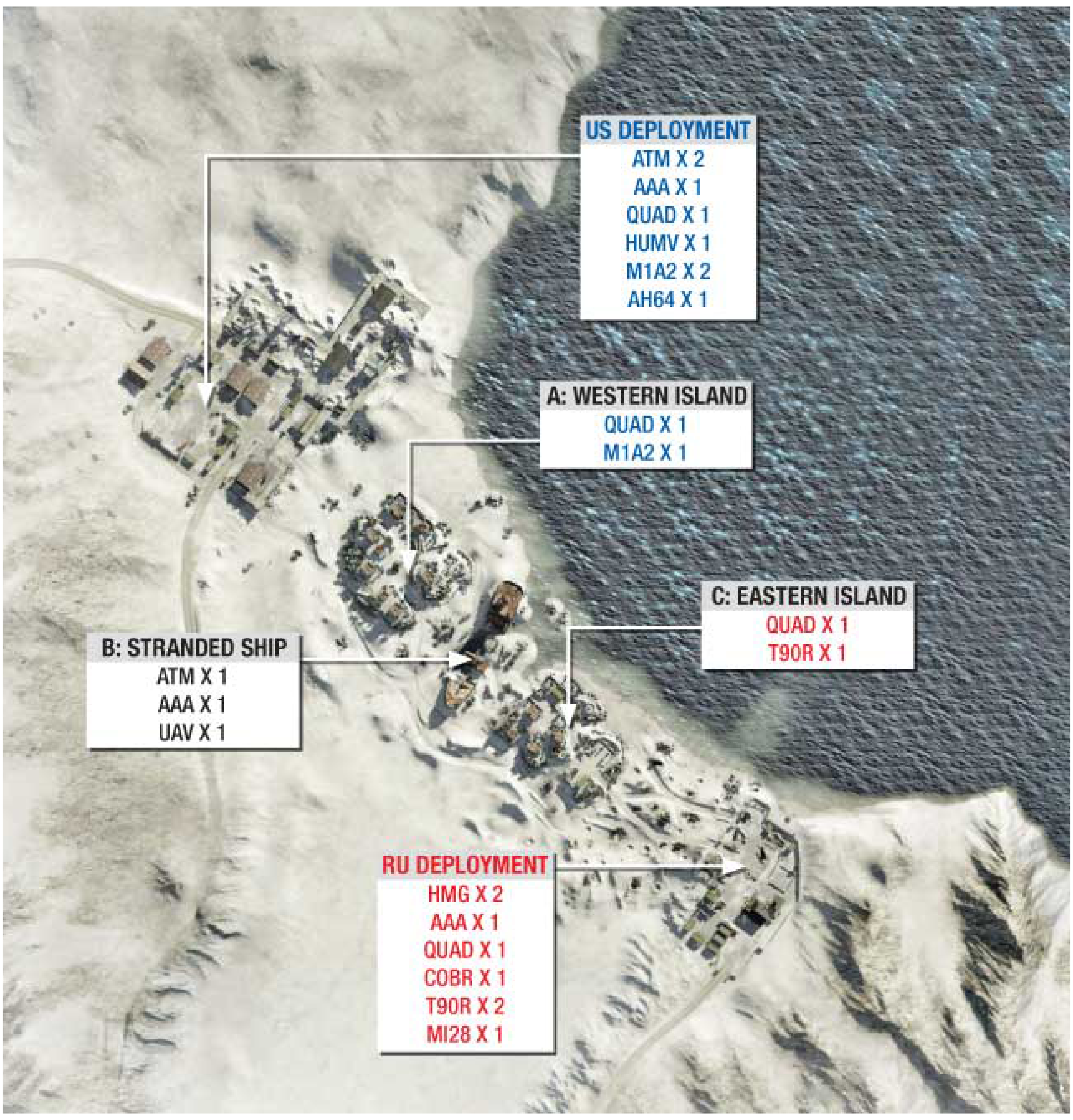
Multiplayer

Atacama Desert

A Russian naval group is preparing a massive amphibious assault. Defending the shore are three U.S. fortifications and a string of artillery defenses. Should the Russians establish a beachhead and overrun U.S. positions, they will be free to advance further inland.

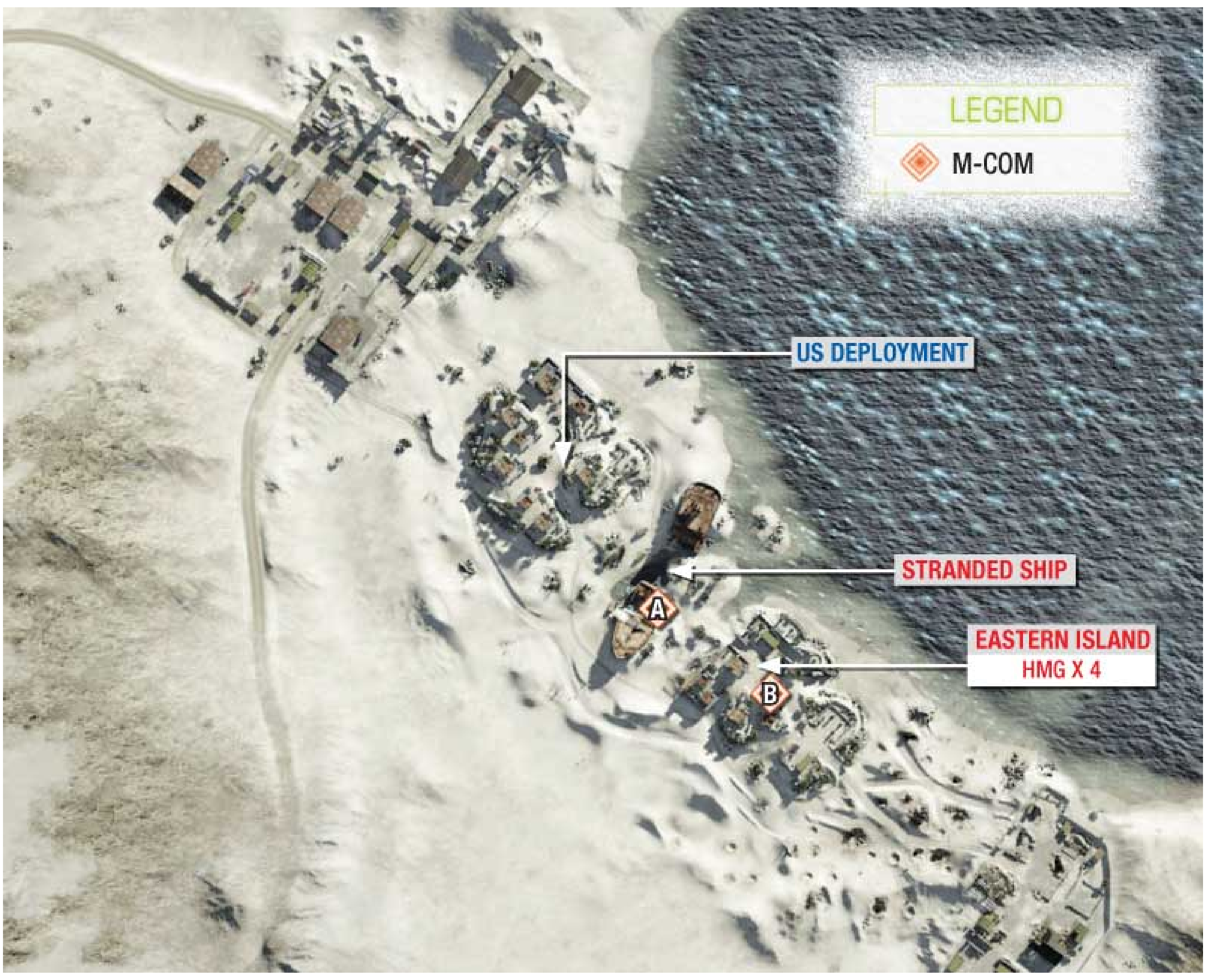
Conquest

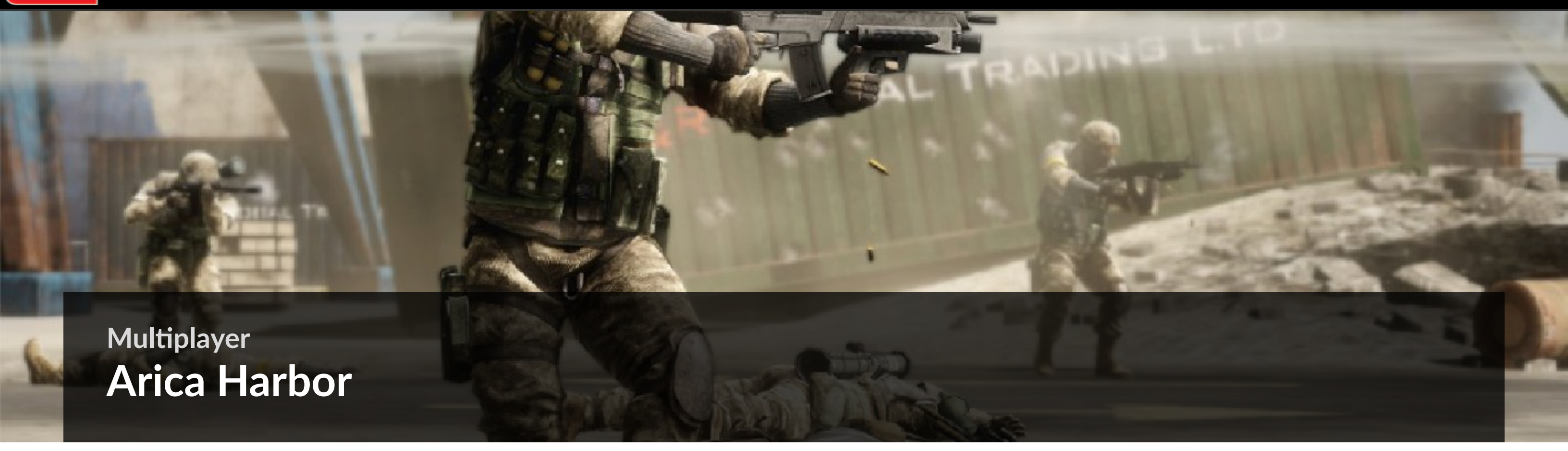
If you like vehicle combat, this is the map for you. This is a throwback to the head-on conquest matches from past installments with both teams facing off over three linear control points positioned between the two bases. Both teams should try to capture the two control points closest to their base. This gives each team an extra tank and the UAV while bleeding the opposing team's tickets. Don't try to overextend yourself here—grab two control points and lock them down. Also make use of the AA guns at the bases and the Stranded Ship (B) to deal with the enemy team's attack helicopter. Given the large number of tanks on this map, the UAV at control point B is worth fighting for, so be prepared to make a stand.


US DEPLOYMENT
ATM X 2
AAA X 1
QUAD X 1
HUMV X 1
M1A2 X 2
AH64 X 1
A: WESTERN ISLAND
QUAD X 1
M1A2 X 1
C: EASTERN ISLAND
QUAD X 1
T90R X 1
B: STRANDED SHIP
ATM X 1
AAA X 1
UAV X 1
RU DEPLOYMENT
HMG X 2
AAA X 1
QUAD X 1
COBR X 1
T90R X 2
MI28 X 1

Squad Rush

The Russian defenders have the upper hand in this match, as the U.S. squad must cross large expanses of desert with minimal cover. When playing defense, try to keep the U.S. squad pinned down in the desert, far away from the M-COM stations. Recon kits are effective, but don't go overboard with sniping. As the attackers, use smoke grenades to quickly cross the desert portions without being seen. Your best bet is to take the fight to close range where you have a somewhat even footing with your opponents.


LEGEND
M-COM
US DEPLOYMENT
STRANDED SHIP
EASTERN ISLAND
HMG X 4
A
B



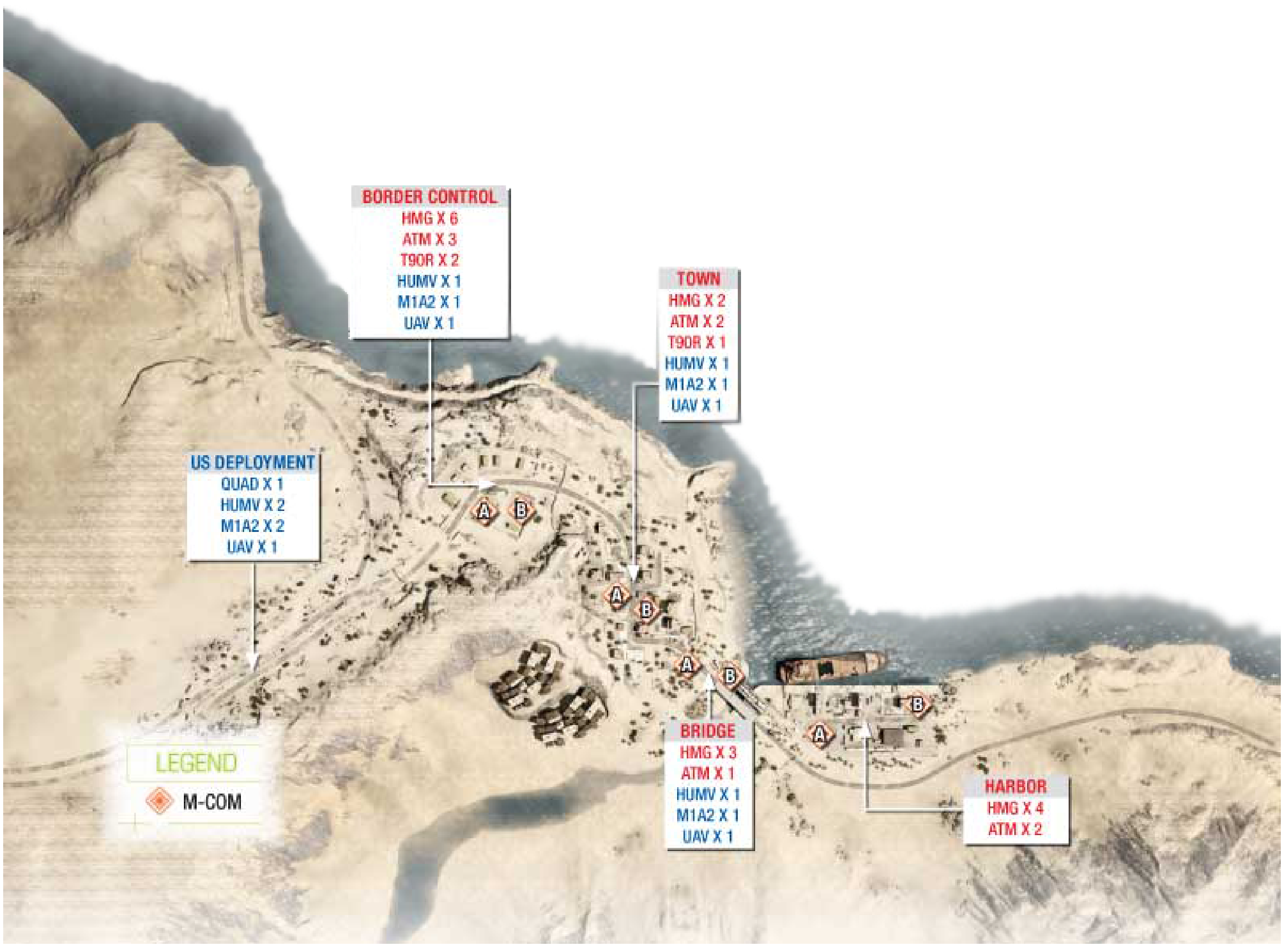
Multiplayer

Arica Harbor

Following the results of the armor assault at Atacama, U.S. command insists on a similar action to capture the port of Arica. The assault group launches a breakthrough action directly at the Russian base.

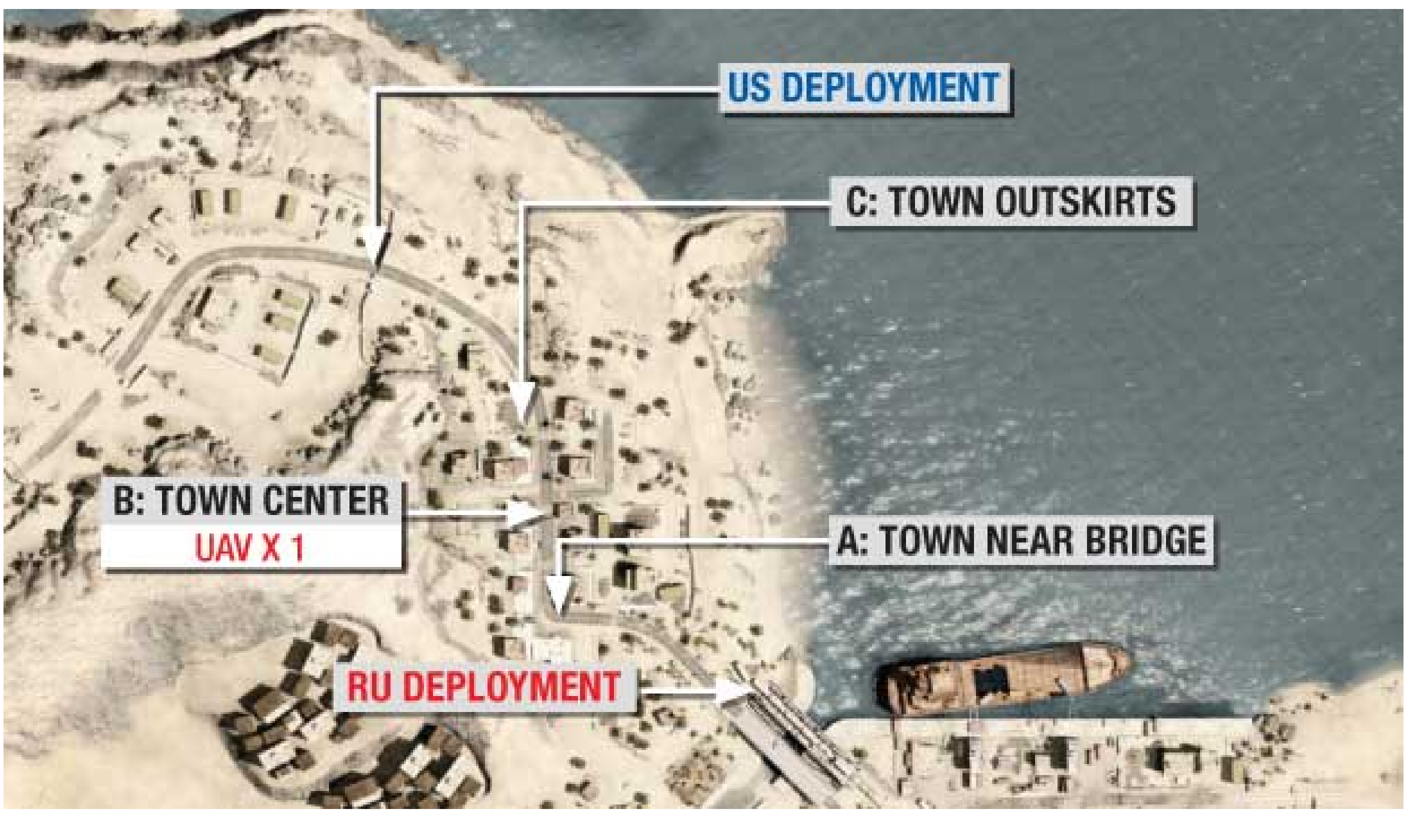
Rush

This battle starts with an intense U.S. assault on the Russian border control base to the west. For the Russian defenders, this first base is critical. Hold out as long as possible here using the two T90R tanks to hold back the U.S. attackers. Beyond this point, Russian vehicle assets dwindle significantly while the U.S. maintains at least one tank throughout the entire battle. For the U.S. attackers, punching through the first line of defense is the toughest, but with careful coordination between the tanks and infantry squads, it's possible to take out the M-COM stations here and move on to the next locations.


BORDER CONTROL
HMG X 6
ATM X 3
T90R X 2
HUMV X 1
M1A2 X 1
UAV X 1
TOWN
HMG X 2
ATM X 2
T90R X 1
HUMV X 1
M1A2 X 1
UAV X 1
US DEPLOYMENT
QUAD X 1
HUMV X 2
M1A2 X 2
UAV X 1
A
B
A
B
A
B
A
B
BRIDGE
HMG X 3
ATM X 1
HUMV X 1
M1A2 X 1
UAV X 1
HARBOR
HMG X 4
ATM X 2
LEGEND
M-COM

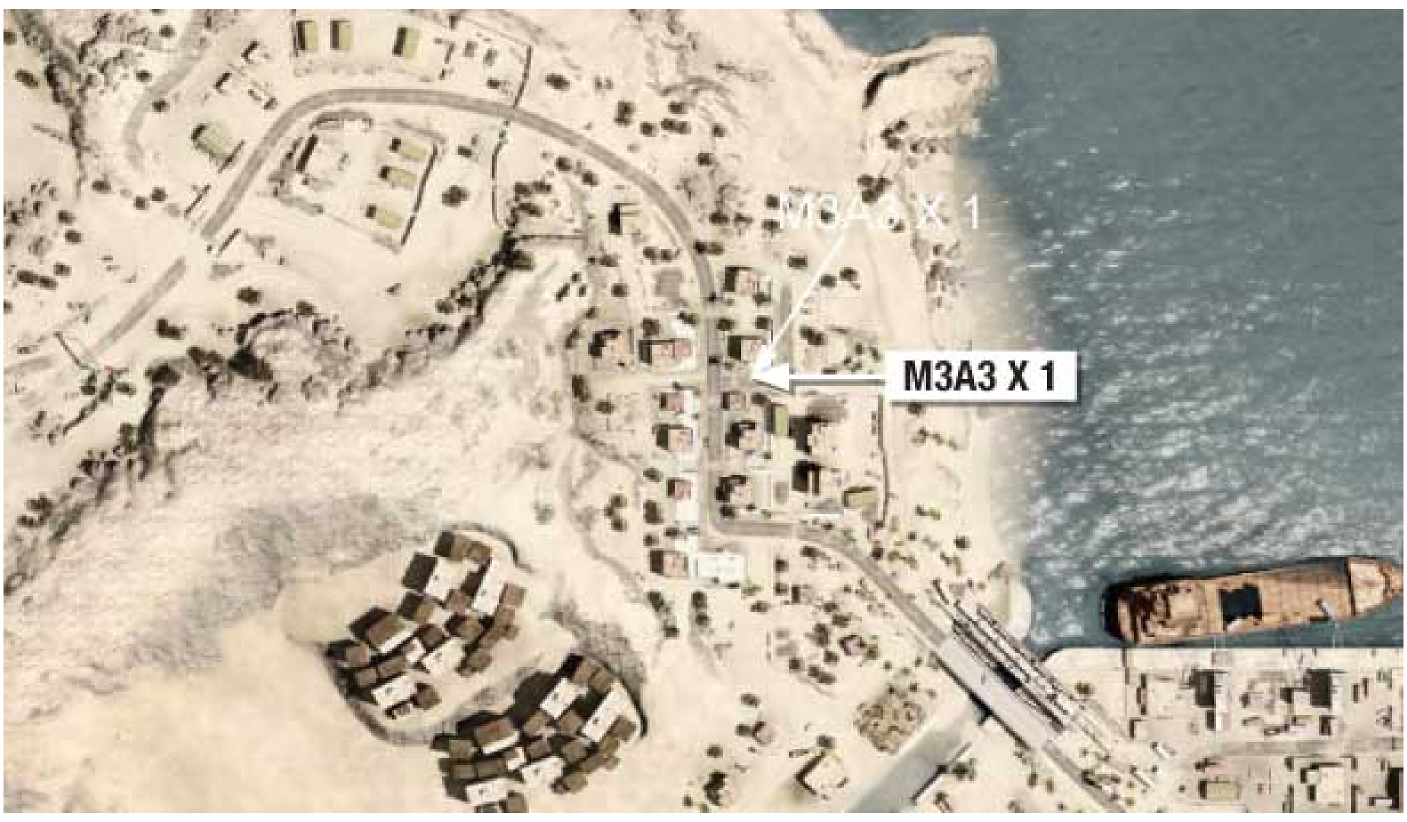
Conquest

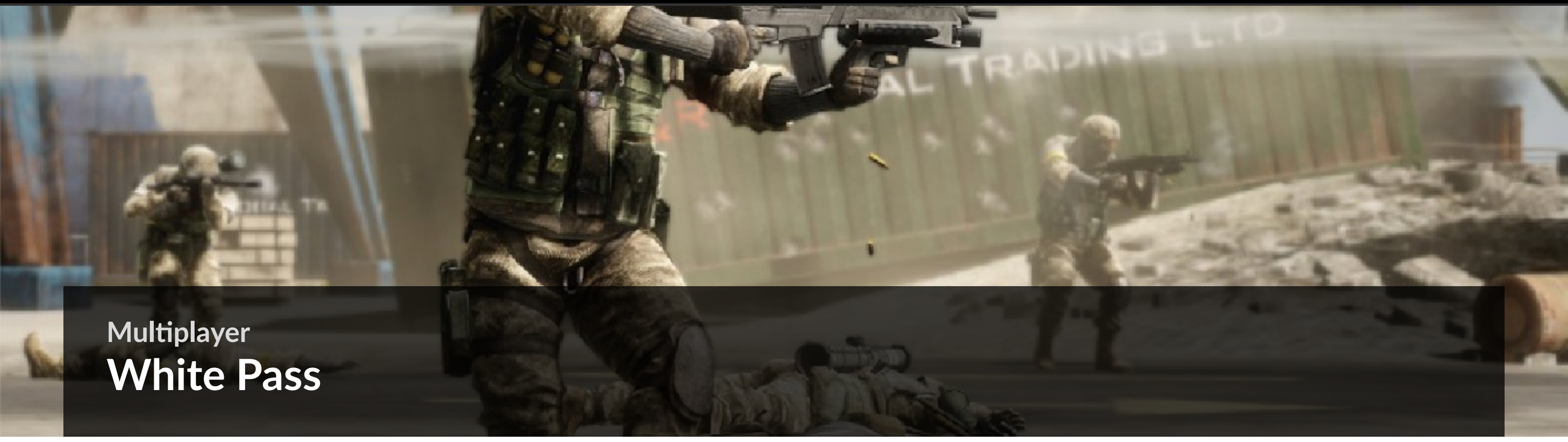
This is a urban infantry battle for the town at the center of the map, with the Russians attacking from the south while the U.S. approaches from the north. There are no vehicles, so think twice before choosing the engineer kit—still the rocket launchers can be great for targeting buildings. The main prize is the UAV station west of the Town Center (B). You don't have to maintain control of this control point to access the station, so watch for enemies attempting to steal your UAV. Consider guarding the station in addition to the flag position in the street to the east. There are only three control points, so try to capture and hold at least two to establish a ticket drain on the opposing team.


US DEPLOYMENT
C: TOWN OUTSKIRTS
B: TOWN CENTER
UAV X 1
A: TOWN NEAR BRIDGE
RU DEPLOYMENT

Squad DM

This plays similar to the Conquest mode, but with four opposing teams and the addition of an M3A3 IFV at the center of the town. Make sure you have at least one engineer in your squad to deal with the IFV. But for the most part, you're better off sticking to the building interiors. Stay together and move from one building to the next, avoiding the narrow streets and alleys as much as possible. Shotguns and SMGs are great for clearing buildings, but you may want a bit more range and versatility when engaging enemies dashing through the streets.





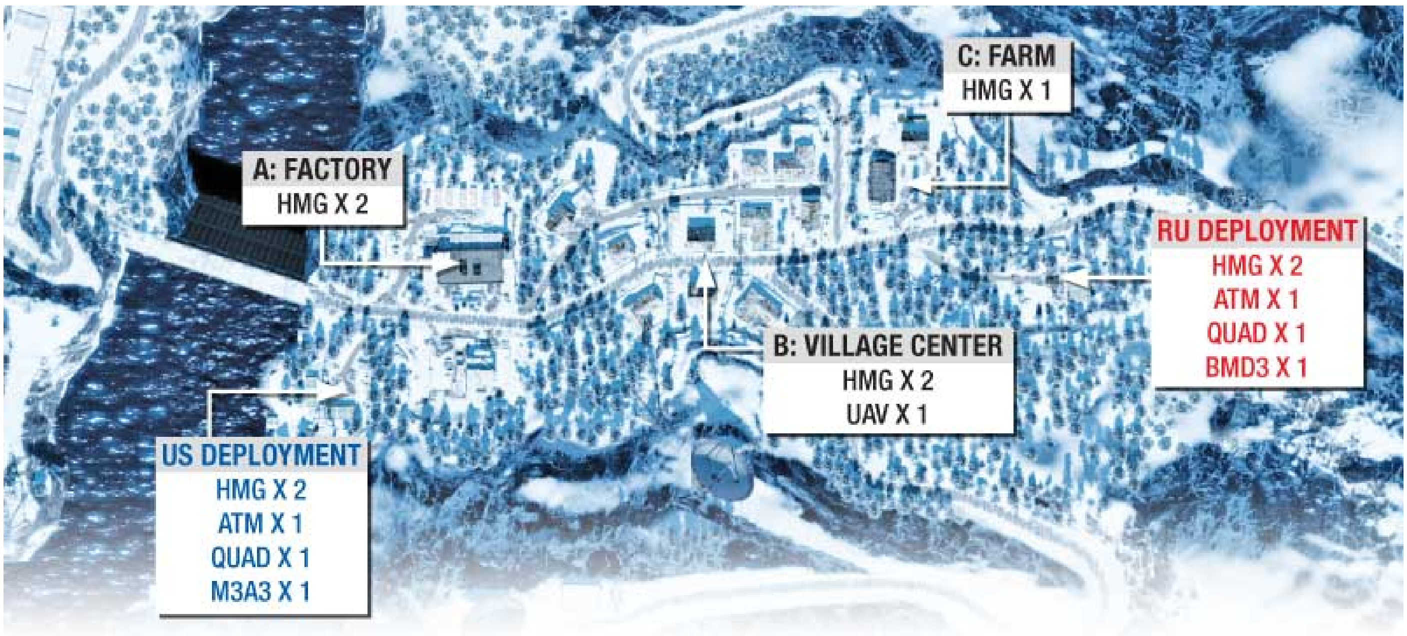
Multiplayer

White Pass

As the weather has cleared and snowfall relented, Russian forces are massing for an assault on White Pass and the satellite relay station located there. The local town has not been attacked, but Russian units have probed defenses in the surrounding woods.

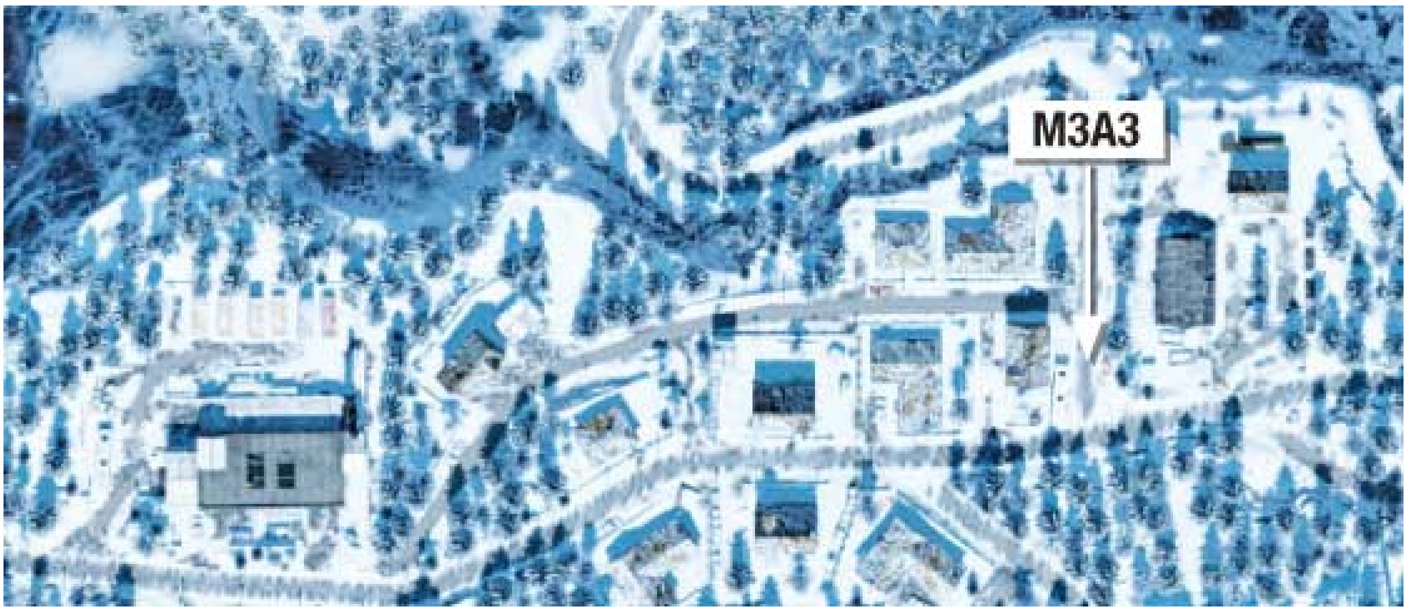
Conquest

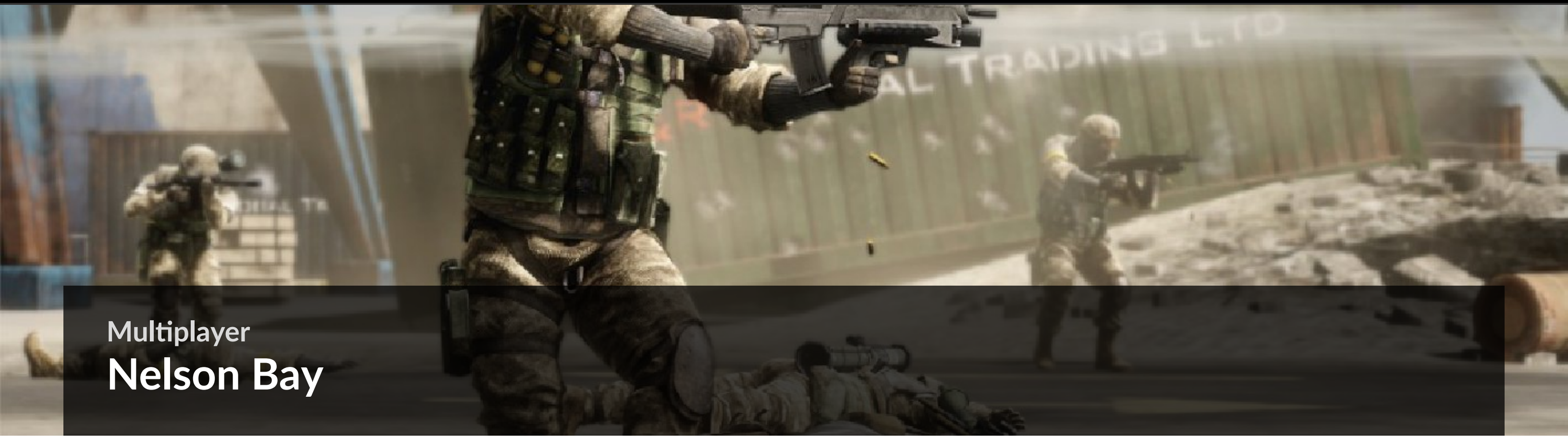
A small village is the focal point of this snow-covered map, with the Russian team on the east side and the U.S. attacking from the west. With only three control points, both teams should try to capture the flag closest to their base plus the Village Center (B). The Village Center spawns the UAV in a secluded low area to the north—don't let the enemy take control of it. As most fighting is focused in the center of the map, don't forget to spawn back at your base to take advantage of the IFV. These light tanks can make a big difference in the battle, so don't leave them on the sidelines.



Squad DM

Prepare for more frantic urban combat on this map as your squad battles for dominance. The M3A3 that spawns in the center of the village is great for pummeling buildings, so make an effort to take control of it. When you're not controlling the M3A3, work your way around the map's perimeter, targeting enemies in the center. The thick forest in the southeast quadrant is a good hiding spot for snipers and other players looking to stay out of harm's way. But the M3A3's auto cannon can quickly level the trees, so be ready to move out if the vehicle begins bombarding the area.





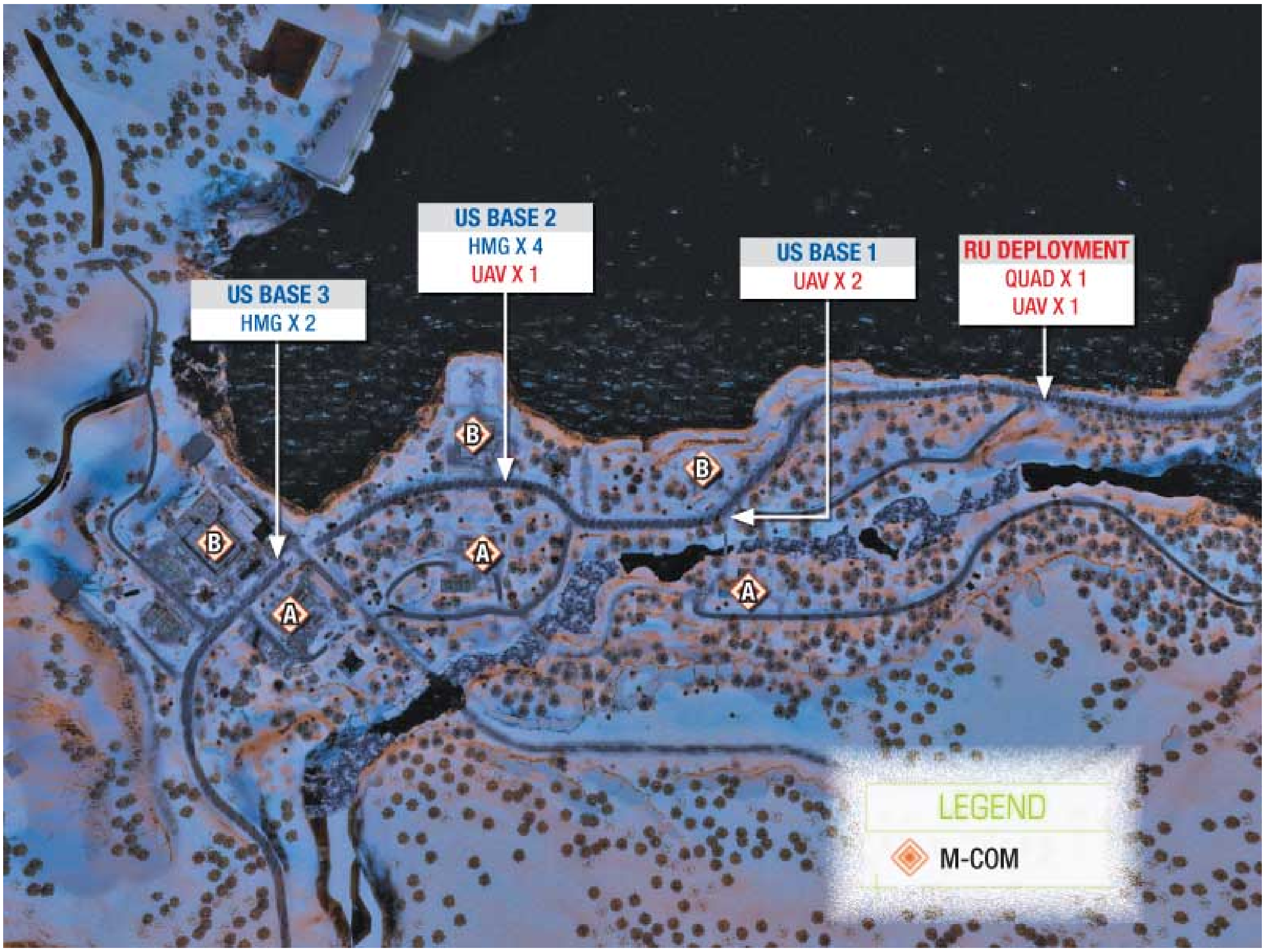
Multiplayer

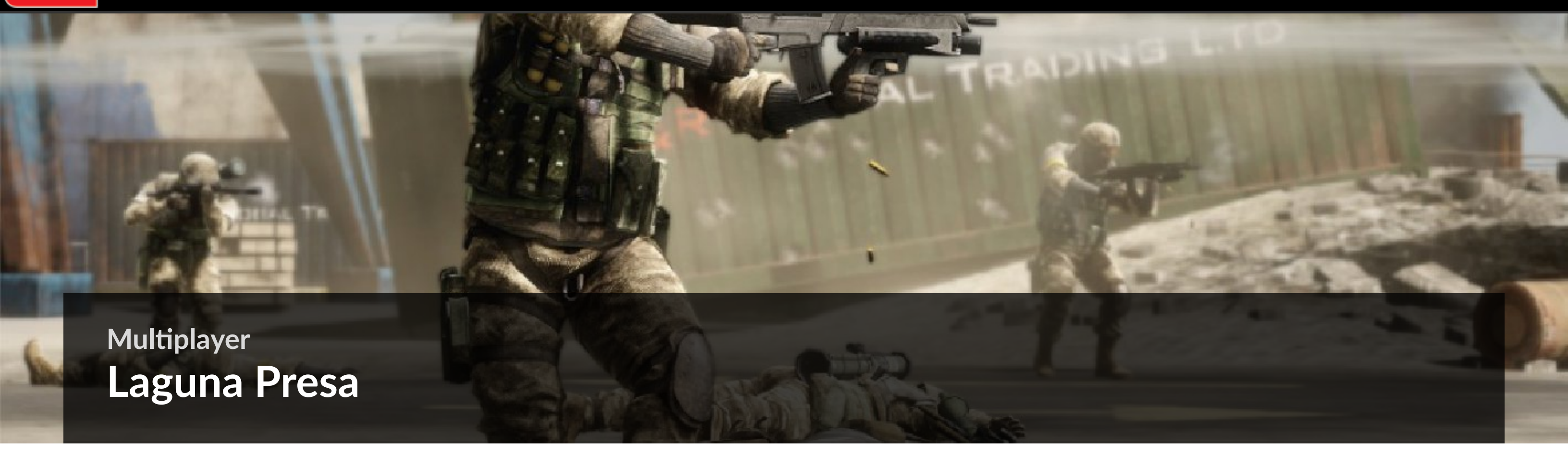
Nelson Bay

Winter has hit hard. The river has frozen allowing heavy equipment and personnel to operate throughout the sector. However, the extreme weather and surrounding woods make it unlikely that any assault will consist of heavy armor.

Rush

The Russians are finally on the attack in this nighttime raid on U.S. positions. With the exception of the single QUAD spawned at the Russian deployment area at the start of the battle, there are no vehicles on this map, so leave your anti-tank weapons at home. Instead, stick with weapons found in the assault, medic, and recon kits for range and versatility. Both teams should avoid moving along the central roads, as they offer little protection. Instead, advance through or defend from the forests flanking the roads. The U.S. defenders can also benefit from the armor-plated heavy machine gun positions near their western M-COM stations. Keep these guns firing to hold back the Russian attackers.





Multiplayer

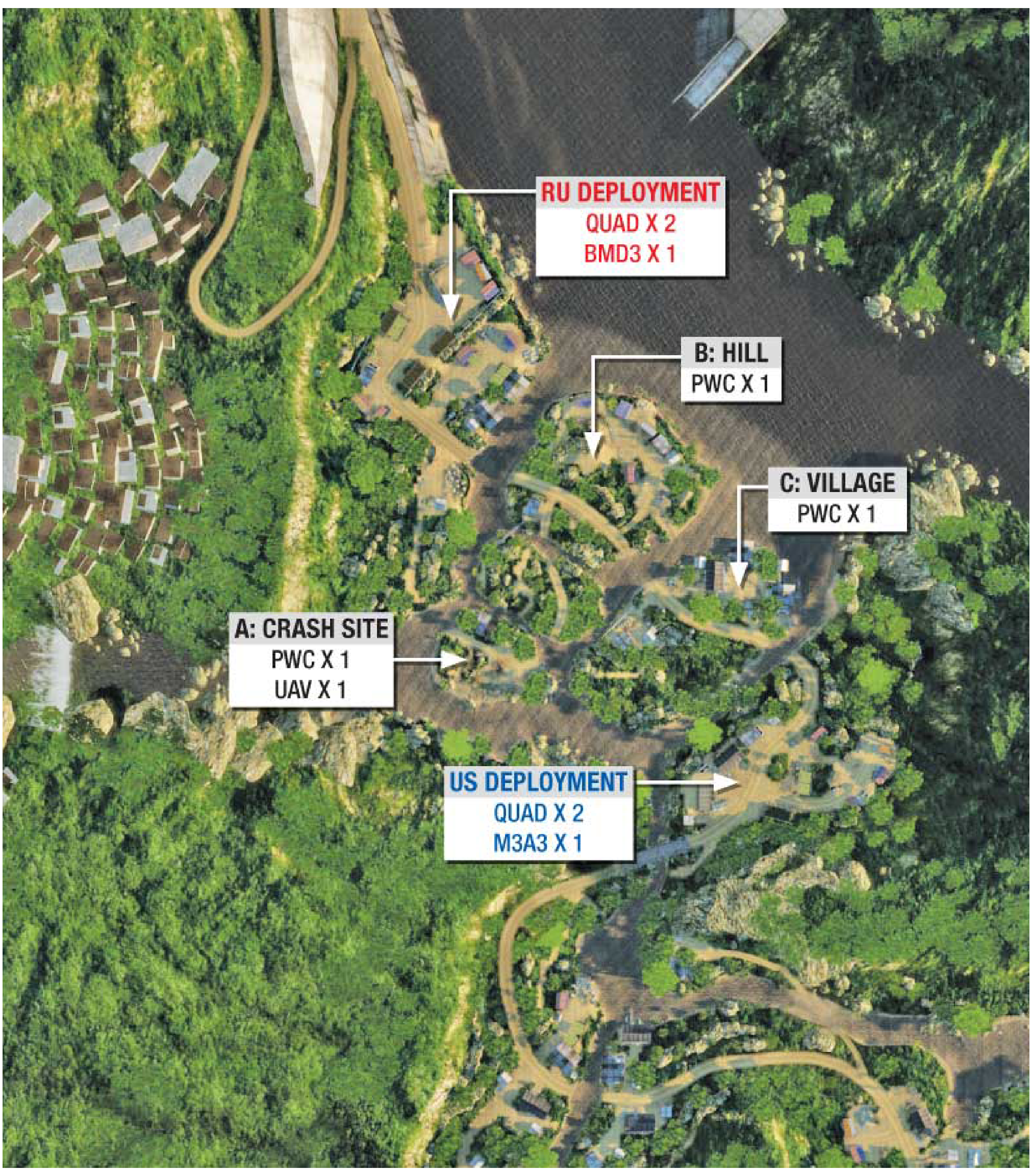
Laguna Presa

The valley and surrounding mountains possess a strategic value in the battle for South America. Construction of the nearby dam was halted when hostilities broke out, but its presence is still a significant factor.

Conquest

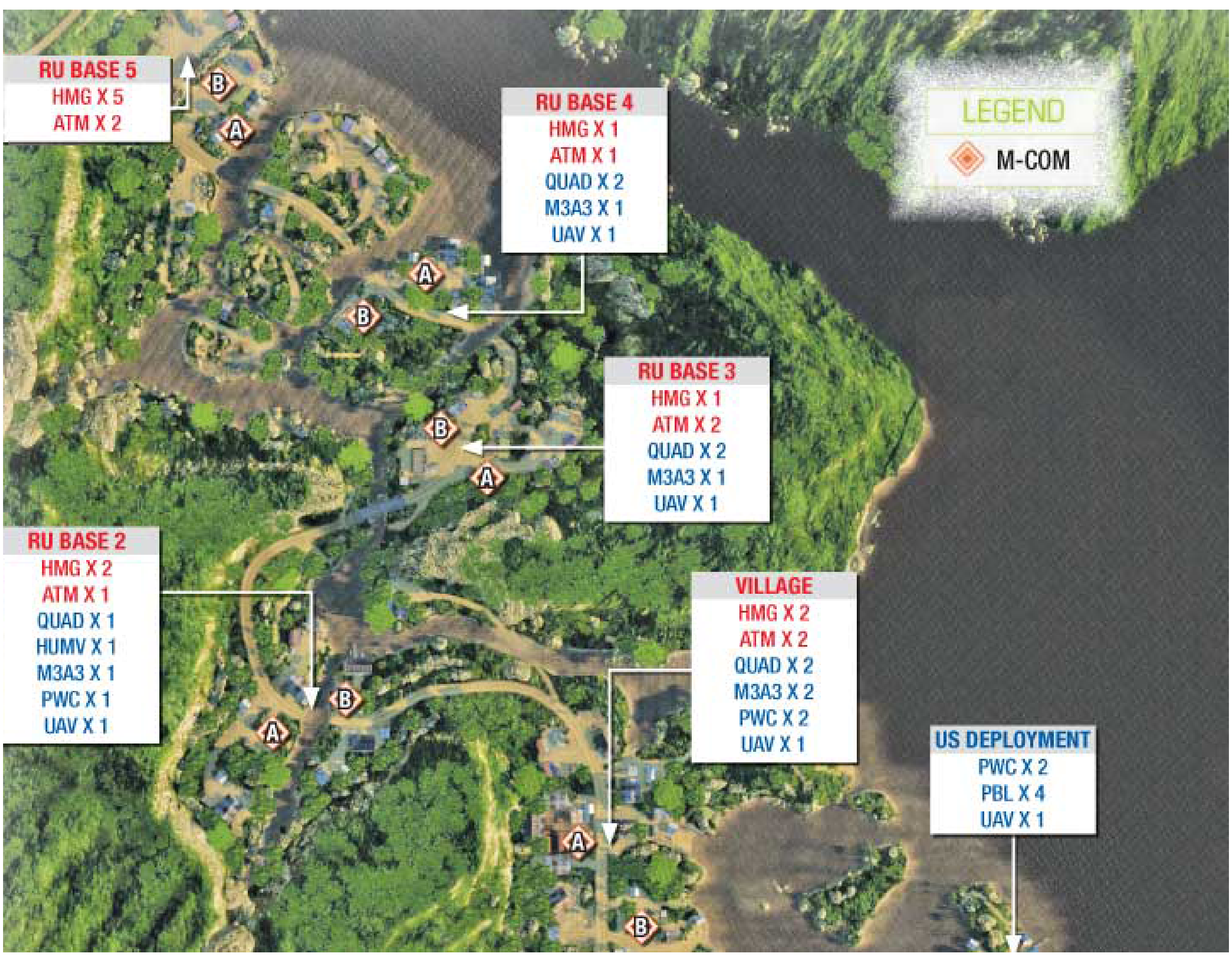
This is a very compact conquest map, with the control points placed in close proximity to one another. This makes it a very fast-moving game, with control points changing hands frequently. Don't get caught up in the frantic pace.

Instead, pick out at least two control points to capture, then go on defense. As long as you hold two control points, you'll maintain a drain on the opposing team's ticket count. The Crash Site (A) is a good spot to hold thanks to its UAV and the Hill's (B) elevation makes it a favorite for snipers. The water on this map is barely ankle deep, so all vehicles can use the waterways to travel from one flag to the next.


RU DEPLOYMENT
QUAD X 2
BMD3 X 1
B: HILL
PWC X 1
C: VILLAGE
PWC X 1
A: CRASH SITE
PWC X 1
UAV X 1
US DEPLOYMENT
QUAD X 2
M3A3 X 1

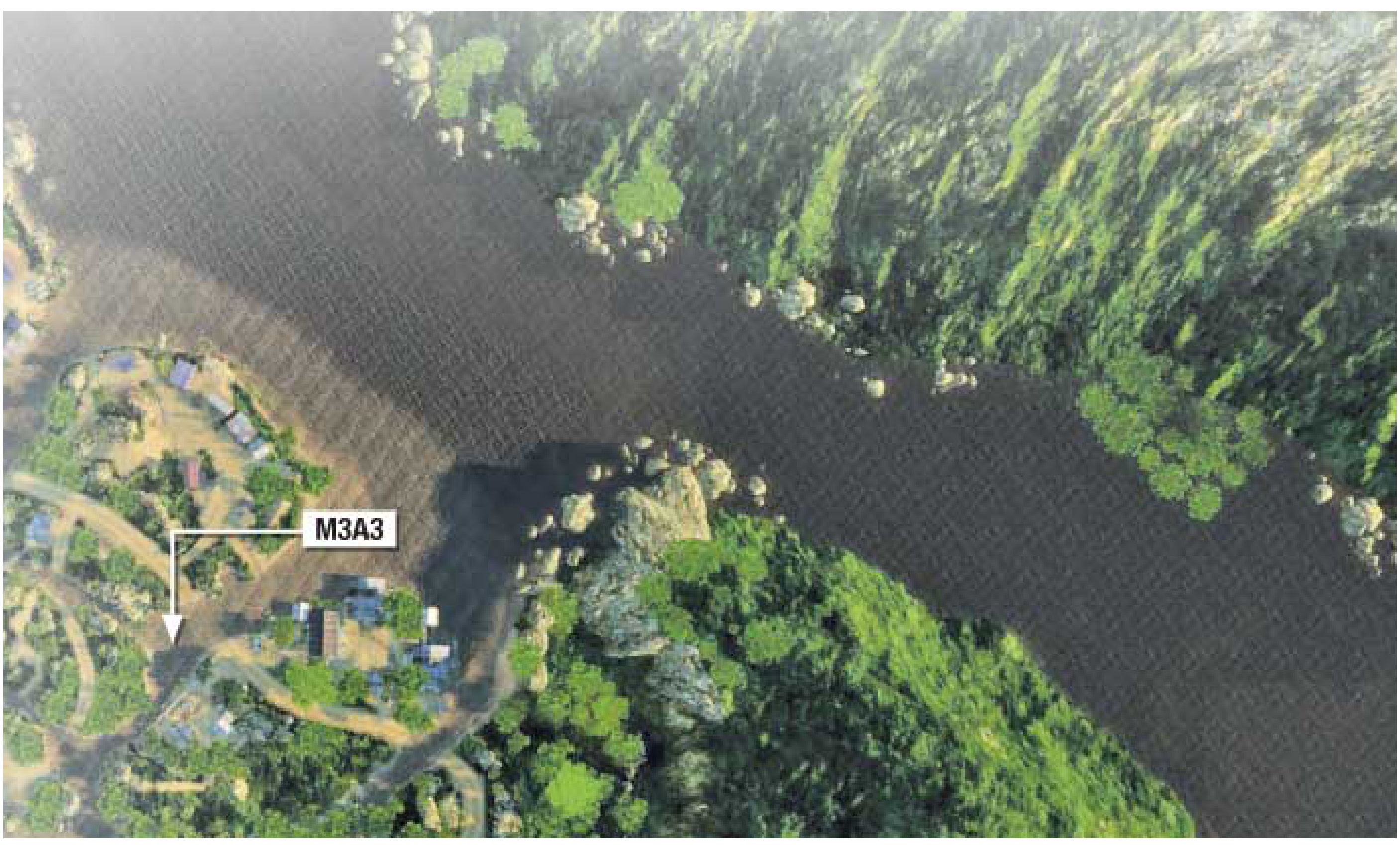
Rush

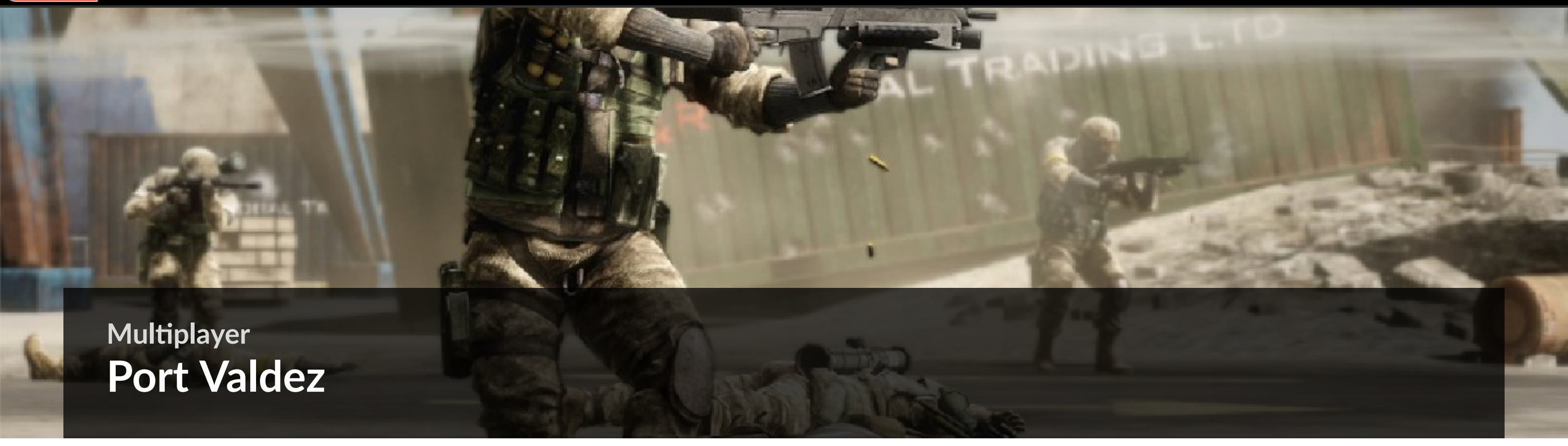
This epic battle through the jungle begins with an amphibious landing by U.S. forces at the Russian-occupied village. For the Russian defenders, this is the best opportunity to hold the attackers back, preventing them from gaining a foothold on the mainland. Use the heavy machine guns and anti-tank missile launchers to blast the incoming PBLs and PWCs. If the Americans take the village, they'll have access to ground vehicles for the remainder of the battle while the Russians must rely solely on infantry weapons and tactics to stop the invaders. Fortunately, the jungle provides the Russians with plenty of hiding spots and chokepoints, ideal for staging ambushes.


RU BASE 5
HMG X 5
ATM X 2
B
A
RU BASE 4
HMG X 1
ATM X 1
QUAD X 2
M3A3 X 1
UAV X 1
LEGEND
M-COM
A
B
RU BASE 3
HMG X 1
ATM X 2
QUAD X 2
M3A3 X 1
UAV X 1
B
A
RU BASE 2
HMG X 2
ATM X 1
QUAD X 1
HUMV X 1
M3A3 X 1
PWC X 1
UAV X 1
B
A
VILLAGE
HMG X 2
ATM X 2
QUAD X 2
M3A3 X 2
PWC X 2
UAV X 1
A
B
US DEPLOYMENT
PWC X 2
PBL X 4
UAV X 1

Squad DM

This map is a bit smaller than the Conquest version, but the action still centers around the Hill, Crash Site, and Village. An M3A3 sits in the shallow water at the very center of the map, between the three core locations. Before making a move for the M3A3, make sure the path is clear. If not, use smoke to conceal your advance. The M3A3 is sitting out in the open, making it the perfect bait for snipers camping the periphery. It may also be booby trapped with C4. Try to make use of the map's higher elevations to gain an upper hand, firing down on the other squads. The Hill is a nice spot, but try to stay concealed behind cover to avoid giving away your squad's position.





Multiplayer

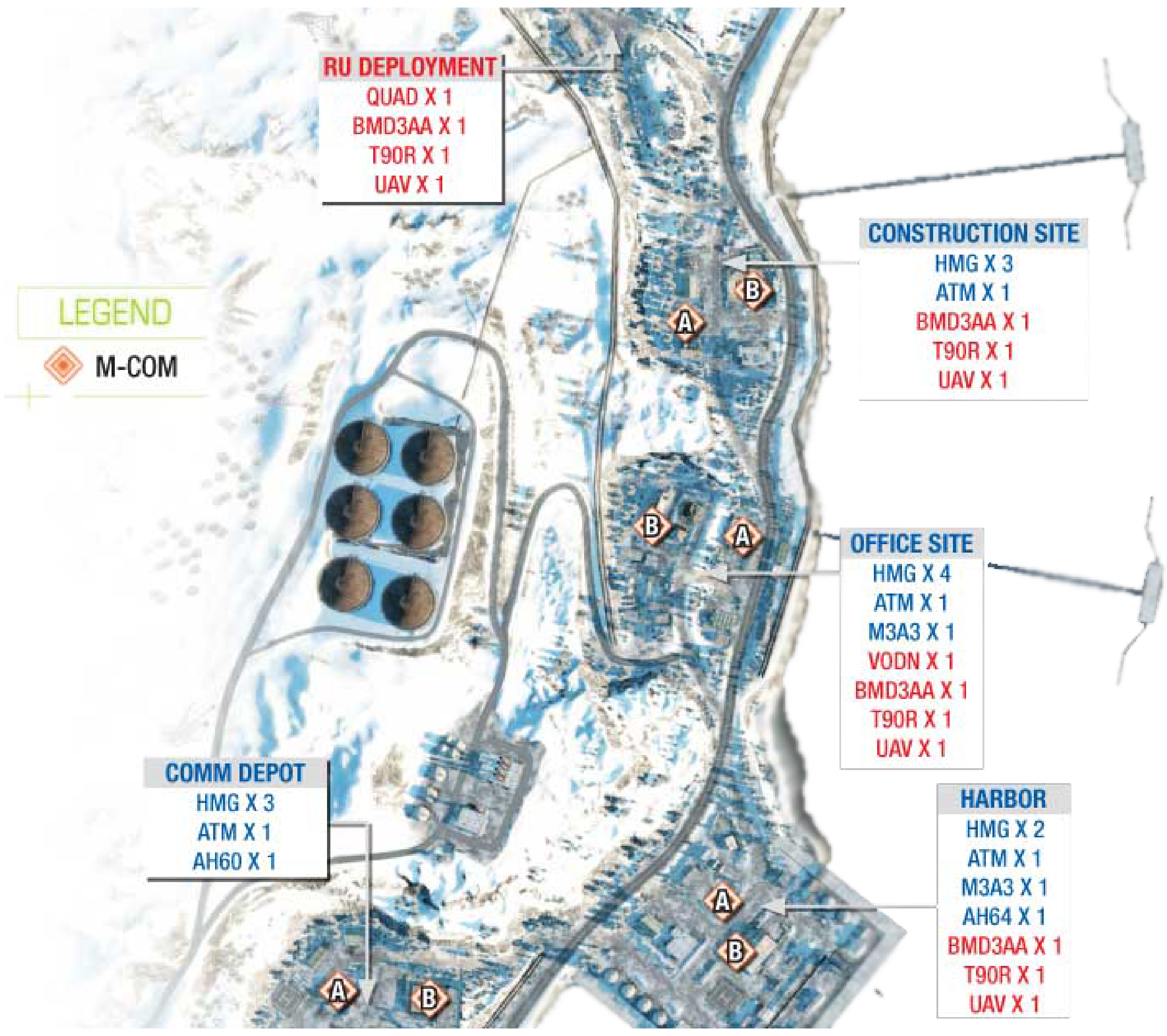
Port Valdez

Russian forces are poised to attack the harbor in an attempt to seize the Trans-Alaskan Pipeline. Without regard to arctic conditions, the area has been probed by Russian Pathfinders, indicating an airborne assault is planned.

Rush

The Russians are on the attack again, this time conducting an airborne raid on the American-held port facilities. At the start of the battle, the Russian attackers have the benefit of heavy vehicles while the American defenders are only equipped with infantry and stationary weapons. Despite their lack of firepower, the Americans can make a solid stand at the Construction Site.

The defenders gain access to vehicles as the battle progresses south, eventually gaining an AH64 attack helicopter and an AH60 transport chopper. But the Russians have ample anti-air defense thanks to their BMD3AA vehicle. Still, with capable crews, American air power can make the difference, helping stem the Russian advance.

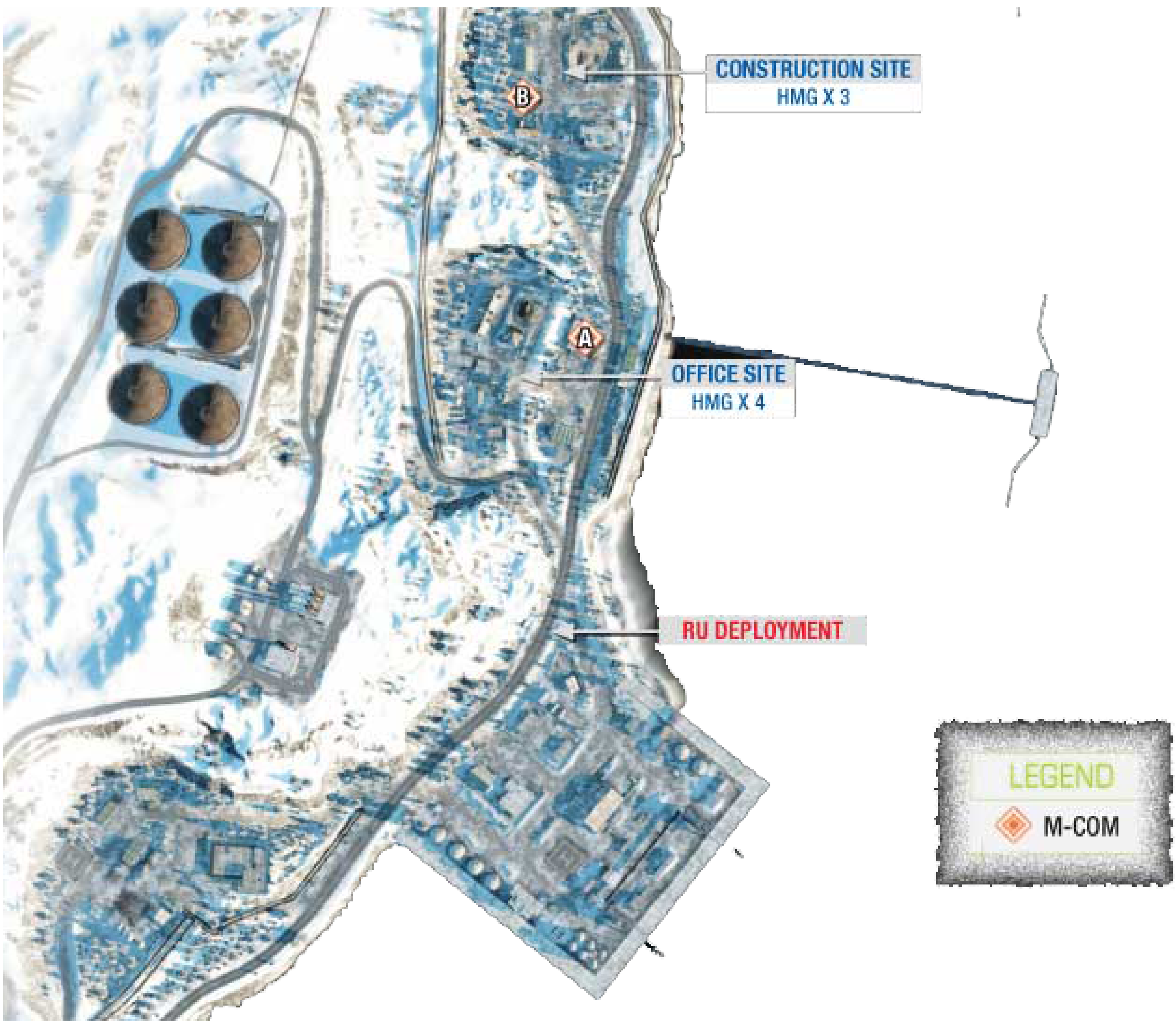

RU DEPLOYMENT
QUAD X 1
BMD3AA X 1
T90R X 1
UAV X 1
LEGEND
M-COM
CONSTRUCTION SITE
HMG X 3
ATM X 1
BMD3AA X 1
T90R X 1
UAV X 1
B
A
B
A
OFFICE SITE
HMG X 4
ATM X 1
M3A3 X 1
VODN X 1
BMD3AA X 1
T90R X 1
UAV X 1
COMM DEPOT
HMG X 3
ATM X 1
AH60 X 1
HARBOR
HMG X 2
ATM X 1
M3A3 X 1
AH64 X 1
BMD3AA X 1
T90R X 1
UAV X 1
A
B
A
B

Squad Rush

In this Rush variant, the Russians attack from the south, heading toward the Office and Construction Sites. For a two-squad game, this map is quite large, so don't lose sight of the objective.

When playing as the American defenders, set up tight perimeters around each M-COM station and intercept the Russian squad as they move into your kill zone. For the Russians, getting into each facility unnoticed can be tough, especially if you move in together as a large group.

Consider splitting up and taking different routes. Once a squadmate has made it into the facility, spawn on them to begin your assault on the M-COM station.


CONSTRUCTION SITE
HMG X 3
B
A
OFFICE SITE
HMG X 4
RU DEPLOYMENT
LEGEND
M-COM